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APRIL '98

ISSUE #109

ULTRA gameplayers

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IS BACK
AT #1

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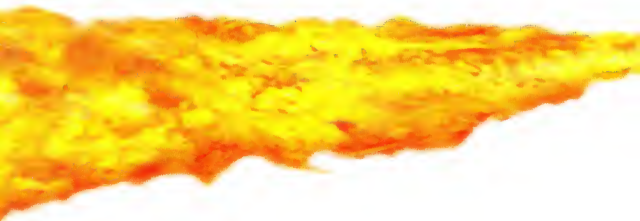
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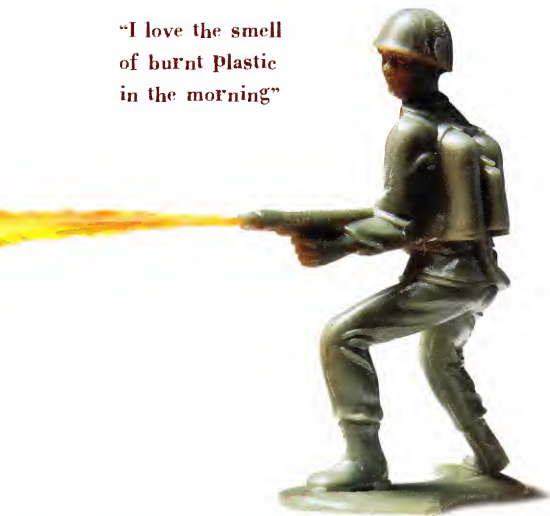


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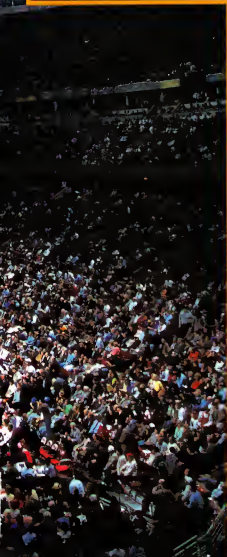
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WINTER HEAT 068
ABOUT TO YOU BY
THE POWER COMPANY...

BLASTO 036
YES, IT'S TRUE, THE GELI
SERVED CHILI AGAIN...

BIO FREAKS 037
TAKE A GUIDED TOUR
OF BILL'S LIVER!

NETWORK 088
OH, THE HORROR OF A
TWO DIMENSIONAL LIFESTYLE!

STRATEGY

WE'VE GOT ALL
THE MOVES FOR
ALL THE CHARAC-
TERS IN FIGHTERS
DESTINY! HE KICK
BUTT ON PAGE 081!



SPORTS

WE'VE GOT THE
SKINNY ON ALL
THE LATEST
BASEBALL GAMES
ON PAGE 078!



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THAT WISECRACKING GECKO IS BACK
AGAIN AND THIS TIME HE'S IN 3D! THE
BIG TIME TAIL WHIPPIN' STARTS ON
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Imagine

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64DD

020

How long before we get our hands on Nintendo's hottest add-on? See page 20!



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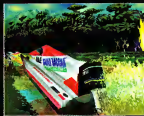
- Dive under water, crash through waves and careen off jumps.
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LOADING

ISSUE 109



WELCOME TO ISSUE 109:

NOW THAT THE ART STAFF HAVE THEIR PICTURE IN THE MAGAZINE, THEIR HEADS HAVE SHELLED UP TO ENORMOUS PROPORTIONS. THEY'VE STARTED BEING ALL 'ASTY' AND WEIRD, WITH EXTRA BRIGHT COLORS AND MAD LAYOUTS. JUST AS WELL, BECAUSE THAT SEEMS TO BE THE WAY GAMES ARE GOING TOO. FREAKED-OUT COLOR SCHEMES, CRAZY CHARACTERS AND MORE SURREALISM THAN SALVADOR DALI'S HANDBAG. AND IF COLORS ARE YOUR THING, JUST WAIT UNTIL YOU READ ABOUT THE MYSTERIOUS PROJECT X CONSOLE PROJECT - JEFF MINTER, PROGRAMMER OF TEMPEST 2000 AND COLOR-FIEND EXTRAORDINAIRE IS THE CREATIVE FORCE BEHIND IT. TIMES ARE GETTIN MORE COLORFUL.

>>> FRANK

**YOU'VE ALL ASKED FOR IT, SO WE'RE
BRINGING IT BACK!**



BILL DONOHUE

bdonohue@ultragg.com

'We've received hundreds of letters about The Box!' says Managing Editor Bill Donohue. 'So I've decided that we're gonna bring it back and put everyone in it who hasn't been there before. I'm only doing this 'cuz I like to keep our readers happy. Ready? Let's go!'



ROGER BURCHILL

rburchill@ultragg.com

'Ha, ha! I've already been in The Box!' says Reviews Editor Roger Burchill. 'That means I don't have to go! I don't have to go! What a break! Hey, you guys, watch out for that bear. He's a mean one! Wanna try some of my pork chop aftershave? Ah, come on...'



MIKE SALMON

msalmon@ultragg.com

'I'm not going anywhere near that Box, damn it!' bellows Senior Editor Mike Salmon. 'I know all about your evil ways. Besides, I've got, uh... too much work to do. Yeah, that's it. Now where's the PC with Quake II on it? In there? OK, thanks... Hey, who turned out the lights? Hey, those are real grenades!!! AAAAAEE!'



FRANCESCA REYES

freyes@ultragg.com

'OK, OK, I know it's tradition, so let's just get this over with!' snaps Associate Editor Francesca Reyes. 'Hey, this isn't so bad. It's a bit dark in here, but... what's that? What the... why, it's a stuffed teddy bear! How nice. Think I'll take a nap...'



FRANK O'CONNOR

foconnor@ultragg.com

'A Scot can take anything your blasted Box can dish out!' boasts Editor Frank O'Connor. 'Seal me in tight! I'll show you how it's done. What? That isn't a rabid bear! These... those are rabid homing sheep! Ack! Me goofies are in jeopardy!'



SCREAMIN' CRAYONS

DWells@ultragg.com
Ecastellanos@ultragg.com
LChido@ultragg.com

'We like The Box,' giggles the Art Staff. 'We got to color the walls and then we put in a big disco ball and a sound system. We're going to have a dance party next week. We're going to invite all of our friends...'



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—Peter Plasma



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ON THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the **ULTRA gameplayers** Disc Edition.

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SANITARIUM

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MAC DEMOS

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Explore the strange world of Exile in Fantasoff's instantly classic RPG.

MARS RISING

Ambrosia software brings us another phenomenal shareware game, exclusively to the Mac.

REALMZ

This is the latest version of Fantasoff's seminal RPG Realmz, including the most recent version of all the Realmz scenarios.

PC DEMOS

DIE BY THE SWORD

Venture into a foreboding land where cunning monsters and traps abound in this adventure from Interplay.

DARK COLONY

Dark Colony is a real time strategy game based on a war between a gray alien race and human colonists over the planet Mars.

FREE SPACE TRAILER

A non-interactive demo of Interplay's upcoming sequel to Descent II.

GRAND THEFT AUTO

Steal a police car and make off with the loot in ASC's latest release.

PAX IMPERIA II

In Pax Imperia II, all space and its inhabitants are subject to the right conqueror. Wanna give it a shot?

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A new, groundbreaking PC war game that blends intense, heart-pounding action with real time strategy in a full 3D, first person world

ULTIMATE RACE PRO

Strap yourself into Microprose's wicked fast racing game.



Exile II

Mars Rising

Realmz

MAC DEMOS

QUESTIONS?

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Die By The Sword

Dark Colony

Pax Imperia II

PC DEMOS FEATURED

<http://www.ultragg.com>



VIDEOGAME MOVIES

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

- Forsaken
- Micromachines
- Quake 64
- Biofreaks
- Beast Wars
- Gex 2: Enter the Gecko
- March Madness
- Atari Collection 2
- Breakaway 98
- Blasto

INSTALLATION

MACINTOSH II INSTALLATION:

1. Insert the ULTRA disc into your CD-ROM drive.
2. Double-click on the ULTRA icon.
3. Double click on 'Start UGP!'
4. You're on your way to gaming heaven.

PC INSTALLATION:

1. Insert the ULTRA disc into your CD-ROM drive.
2. Open 'My Computer'.
3. Double-click on your CD-ROM drive; usually noted as Drive D.
4. Double-click on 'Start95.'
5. Now experience the glory of demos and movies a go-go!



Uprising

Grand Theft Auto

MOVIES:

ALL STAR BASEBALL



The best-selling
video game of all
time! Check
out our
exclusive movie!

MICROMACHINES



Miniature cars, tanks and boats are back in this update to the SNES classic.

QUAKE 64

Quake 3 makes it to the N64 with smooth graphics and a two player deathmatch!

MARCH MADNESS



Be sure to catch this preview of EA's hotly anticipated b-ball game.

BLASTO



Sam's superhero comes out of the closet for this sneak peak movie.

TOPICS

KATANA

UNVEILING

ULTIMA Gameplayers has learned that Sega's next console will be shown first at the Tokyo Game Show in March and again in the US at E3 in late May. Sources at Sega Japan and Microsoft have told ULTRA Gameplayers that at the TGS, it is likely that it will primarily be videotape of games for the system, but Sega is hoping to have one playable game ready for Japanese gamers (no word yet on what game).

Sega's sizable booth will have a large portion dedicated to the US unveiling of Katana. Given that there are a couple of months between shows, the US unveiling is expecting to see at least one definitely playable product at E3. As you would expect, ULTRA Gameplayers will bring you the latest news on Katana.

In other recent Katana news, Shin Okawa, Sega Enterprises chairman of the board, announced at Sega's yearly company party that Microsoft would be a partner in the new console venture. A videotape of Bill Gates was also shown at the party where he

expressed his excitement to be working with Sega on the project. This marked the first time there had ever been official confirmation of the Microsoft link (though UGP has been reporting on it for nearly a year). In the following weeks, an official announcement of NEC's involvement was also made, to no one's great surprise. It is still unknown if the three partners are sharing in the software royalties or if there have been flat contract fees negotiated per unit.

Somewhat disappointingly, Sega of America has stated that it is not going to be able to get the new console out this year and that it

E3's got the Katana, and we're gonna be there to play it, buddy!

is now slated for a 1999 release here (it's still 1998 in Japan). The result seriously calls into question the time advantage that Sega would have had over Sony's next PlayStation, which is currently rumored to become available in late '99 (despite the fact no official announcements have been made).



VM LABS SHOWS PROJECT X

At the winter CES, VM Labs took the time to speak to prospective developers and manufacturers of its forthcoming Project X console (please note the final name of the system has not yet been decided). The exhibitions took place behind closed doors but showed some very impressive demos.

The first technology demonstration shown was of Doom compiled straight from John Carmack's recently released source code. The game was running completely unoptimized using a mere fraction of the cycles the unit actually has, but it still clicked along at a respectable pace. According to Bill Rehbock, VM Labs' VP of third party development, the demo is an excellent exam-

ple of how solid the unit's C compiler is. This was simply a demo and is not going to ever be a commercial product.

The next demo shown was an extremely early version of Jeff Minter's forthcoming *Tampest 3000*. Running in an extremely high resolution (via interlacing) the game is exceptionally bright, colorful and now one of the most eagerly anticipated titles by the editors.

A fairly standard Mandelbrot fractal demo was one of the next ones shown. Exploring the fractal was possible via the use of the system's controller where players could endlessly zoom deeper and deeper (a psychedelic experience to say the least). This showcased the integer capabili-

Virtua Fighter 3 is gonna kick ass on the Katana!



NEWS FEED

Acclaim has been surprised by how well the PlayStation version of *Riven* has sold. According to the company, in its first two months on shelves, more than 200,000 copies have been sold. • 3DO has told Ultra Game Players that it will be putting its *Might and Magic Online* project on 'indefinite hold'. As a result a few of the project's team members have been laid off. • THQ will be publishing and developing two EA titles for Nintendo 64. The first is *Road Rash 64* and the second is *Nuclear Strike*. Both

titles are expected to be released by the end of '98. • At a party in Japan, Sega Enterprises director of the board, Shin Okawa has officially confirmed that indeed Sega is partnered with Microsoft for its next console. • Sony has officially announced its plans for a second *Parappa the Rapper* title. • Sega Enterprises has seen a changing at its executive levels. The new president is Sholchiro Irimajiri who replaces Hayao Nakayama. • Interplay has confirmed that its *VR Sports* line is

continued on pg 15

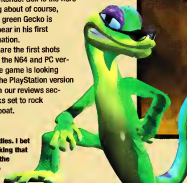
EXCLUSIVE!

GEX 64 IS COMING!

Crystal Dynamics is perhaps the only company to come up with a viable mascot character other than Sega and Nintendo. Gex is the hero we're talking about of course, and the little green Gecko is all set to appear in his first 64-bit incarnation.

These are the first shots ever seen of the N64 and PC versions and the game is looking super-hot. The PlayStation version is featured in our reviews section and looks set to rock the mascot boat.

"Hello ladies. I bet you're thinking that green is the way to go, huh?"



That shadow looks suspiciously like Bugs Bunny, but we can't prove anything. Early N64 indications are promising.

ties of the unit.

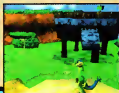
Finally, the last demo was a combination of demos where a number of cubes have all of the other demos all running in real-time mapped to each of the surfaces.

There are around 40 systems currently out in circulation with two more systems going out the door every day. Currently there is development taking place in California, New Hampshire, Belgium, Japan, Singapore and the UK with new locales starting every week. While it is currently unwilling to reveal exactly what developers it is working with, more than a few hints pointed to some of the largest US, Japanese and European developers which would ensure the translation of some of today's biggest arcade and console properties to the new system.

As it stands right now, VM Labs is anticipating making some major announcements at

E3 that will reveal its technology, manufacturing and development partners which are rumored to be an extremely powerful and impressive lot. The system itself will be available by the end of the third quarter of this year

though price points are likely to vary from manufacturer to manufacturer. To sum up, there is a very real fourth contender coming to market and Nintendo, Sony and Sega need to watch it very closely. Ultra Gameplayers thinks that the new system could surprise a few people.



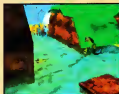
Camera angles are much improved in Gex 64, a direct result of analog control.



Backgrounds and textures are at an early stage, but gameplay will be smooth.



Lighting and special effects will feature prominently in the Nintendo version.



And yes, there will be a swimming level.

NEWS FEED continued from pg. 14

heading to Sega's Katana. The intense competition in the sports genres on PlayStation and now Nintendo 64 is causing many companies to look to Sega's new console as a wide open pasture. • GT Interactive has secured a license for Pontiac's Firebird. It intends to use the new found license in a new racing game that will feature a number of classic cars from the 60's and 70's. • Sony has been cited by the federal trade commission for having unfair business practices including price fixing.

Sony has stated that it has not broken any laws with regard to its business practices. • GameTek has told ULTRA Gameplayers that *Robotech: Crystal Dreams* is still in development and has not been cancelled as many people have thought. • GT Interactive has passed on its option to publish *Max Payne* from 3D Realms. The company originally made a big stink about the title when rumors surfaced that it was to be published by GOD despite the fact it has the rights to match any offers made to

continued on pg. 16

OPTIONS

NEW! RATING KEY

● ULTRA	★★★★★
● PREMIUM	★★★★
● STANDARD	★★★
● DEFICIENT	★★
● DOOMED	★

- **RATING:** ★★★★★
 ● **PRODUCT:** SideWinder Force Feedback Pro
 ● **COMPANY:** Microsoft
 ● **SYSTEM:** PC
 ● **PRICE:** \$159.95

Force feedback is one of the more popular buzzwords in PC gaming, but it has been only recently that peripherals manufacturers and game developers have begun to deliver the feedback experience that had always been promised.

Of the current generation of force feedback joysticks, Microsoft's SideWinder Force Feedback Pro ranks in the upper tier of force feedback controllers currently available. The joystick features eight programmable buttons, an eight-way hat switch, and a shift key which doubles the number of functions that can be programmed into the buttons. There is also a throttle wheel and the stick also rotates so gamers can program functions such as rudder control, turning, or strafing to be activated by a left or right twist of the stick.

There are a few downs to go with many ups in regards to the ergonomic design of SideWinder Force Feedback Pro. The base of the unit has a sizeable footprint, so gamers with limited surface area on their computer desk might have

trouble finding space for the joystick, but this characteristic seems to be par for the course when it comes to force feedback joysticks. Button placement is nicely done, with the only questionable point being the placement of three buttons and the hat switch at the top of the stick. One final complaint is that the stick has a built-in thumb rest which is ideal for right-handed gamers, but lefties are once again left out in the cold with a joystick that can't be utilized by them.

As for the feedback experience, it is top notch considering the current generation of technology. Gamers will be able to experience a broad range of subtle to intense sensations without undue interference in game control. Sensations ranging from the kickback of a machine gun, to flying a plane in heavy winds are nicely communicated by the joystick. The experience may still not match some feedback experiences available in the arcade or in expensive simulators, but the SideWinder Force Feedback Pro offers a superior feedback experience for its price.



- **RATING:** ★★★★★
 ● **PRODUCT:** Monster Sound M80
 ● **COMPANY:** Diamond Multimedia
 ● **SYSTEM:** PC
 ● **PRICE:** \$99.95

With all the countless 3D accelerators out there, it seems the PC world has completely forgotten about the other major aspect of gaming — the sound. Fortunately, Diamond hasn't forgotten, and their latest budget-minded sound card, the Monster Sound M80, looks to bring high quality 3D audio to the masses.

By using the PCI bus instead of ISA, the M80 is able to take almost all of the CPU-intensive sound processing and handle it on-board. What does this mean in the gaming world? Well, since the computer CPU can now focus exclusively on the graphical side, games will run smoother and at an even faster frame-rate.

The M80 also features true 32-voice polyphony, so it is possible for the card to play up to 32 different sounds simultaneously. What this does for game soundtracks is simply amazing. You will think that there is an actual symphony orchestra trapped inside your computer case.

Of course, the card fully supports all the sound standards out there, such as DirectSound, DirectSound3D, and even Aureal's A3D format. For those not familiar

with A3D, it is a relatively new standard that provides positional 3D sound through any two regular speakers. Bullets actually sound like they are flying past you, and cars really seem to pass you by.

With all this going for it, the M80 seems like the perfect sound card. And it pretty much is. It is a breeze to install, and even comes with a decent software package. So if you are in the market for a sound card, then you should seriously consider Diamond's Monster Sound M80. At the price, it doesn't get, or sound, much better than this.



NEWS FEED continued from p. 15

3D Reims as a part of an earlier contract. • Ocean of America launched servers for *Worms 2* in the US. Previously, servers were only available in the UK, Norway and Germany. • Hudson will be releasing a new *Bomberman* title for Nintendo 64 called *Bomberman Hero: Queen Millan's Rescue*. It will be released in Japan this spring but there is no word yet on a possible US release. • A *Quake 2* mission pack called *The Reckoning* will be coming in March from Activision. • Factor 5 has devised a new

compression system offering a 15:1 compression ratio for Nintendo 64 that will allow up to one hour of digitized speech on a 4MB cartridge. The compression scheme works by analyzing speech patterns to improve compression ratios. • Konami's US corporate headquarters will be moving from Chicago to the Bay Area. All consumer operations are expected to move through the company's arcade operations will remain in Chicago. • Epic Megagames has confirmed that *Unreal* for the Nintendo 64 has

continued on pg. 17

- RATING: ★★☆☆
- PRODUCT: Thriller 3D
- COMPANY: Hercules
- SYSTEM: PC
- PRICE: \$249.95 (8MB, \$129.95(4MB))

Despite some problems with its Voodoo Rush-based Stingray 128/3D accelerator card (subsequently resolved with updated drivers), Hercules looks to have recovered nicely with its new gaming board, the Thriller 3D. The Thriller 3D utilizes Rendition's new V2200 chipset and is available in two packages: an 8MB board (which includes a 70% version of Rage's incredible shooter *Incoming* and TV/Video Out) for \$249.95, and a 4MB board with no game for \$129.95.

The Thriller 3D rocks when it comes to performance. It is the fastest V2200 board tested yet and not only decimates the V2100 (Diamond's Stealth II) in terms of overall performance, but it also gives Nvidia's Riva chipsets a run for the money when it comes to Direct 3D performance. There are only marginal performance differences between the 8MB board and the 4MB board, with the 8MB board's biggest draw being its ability to display higher gaming resolutions. The quality of the TV/Video Out on the 8MB board is nowhere near Canopus' Total 128V, but it does provide gamers with a sufficiently satisfactory picture.

Of course, the question that every PC gamer wants to know is how does *Quake 2* run on the board? Well, running on a Pentium 200 with MMX, we experienced frame-rates in the high 20s to mid 30s with all of the game's effects turned on. *Incoming*, the pack-in title for the 8MB board, also runs fantastic on the Thriller, sporting superior frame-rates and the standard Direct 3D flare. This game alone almost makes the board worth owning on its own.

There's little doubt that the Thriller 3D (with its stable mature drivers) offers excellent performance and superior handling of Direct 3D and RedLine APIs. The price of the 8MB board may be a little steep for some PC gamers, but the unit's performance will not disappoint. For gamers on a budget, the excellent 4MB board is an enticing alternative that at its \$129.95 price point can only be considered a steal.

The Thriller 3D board not only comes with *Incoming*, an incredible shooter, but it also has this way cool big spider on the box!



NEWS FEED continued from pg. 16

been placed on indefinite hold. It was originally slated to be a 64DD title. • Activision's *Battlezone* and *SIN* will be made available exclusively on SegaSoft's Heat online gaming service when they are released later this year. • Capcom has announced plans for *Star Gladiator 2*. The game includes 22 new characters, a new plasma strike system and a fighting gauge that provides 'super special-like' attacks. • That's all she wrote, folks!

PIONEER
The Art of Entertainment

DRAGON BALL Z

THE EXCITING CONCLUSION TO THE VEGETA SAGA
AND A NEW BEGINNING!

SHOWDOWN

Dragon Ball Z - Showdown (Vol. 8)
Goku's battle with Vegeta reigns on with Vegeta gaining the upper hand despite the return of Krillin, Gohan and Vajroba to the battle.

DEPARTURE

Dragon Ball Z - Departure (Vol. 9)
The battle against Vegeta finally concludes thanks to the teamwork and supreme effort from the Earth's Special Forces and Goku. Then, a new quest is announced!

VHS Dubbed
approx. 65 min each



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WEEKLY SYNDICATED KIDS' SHOW
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Q U A K E™

PLAYER 2 HEARS THE GRINDING
OF HIS STERNUM AS THE SPIKE
PASSES THROUGH WITH EASE.

PLAYER 2 FEELS THE STING
OF RAW METAL PARTING HIS
SKIN AND FATTY TISSUE.



THE NAIL GUN
Short, Medium and Long Range

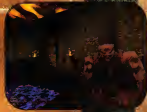
NO TEARFUL HUGS. NO WARM HANDSHAKES. JUST HALF A POUND OF BUCKSHOT TO THE CHEST. OR A RAILROAD-SIZE SPIKE IN THE CRANIUM. THAT'S HOW YOU SAY GOOD-BYE TO A FRIEND. INTRODUCING QUAKE FOR THE N-64. WITH SINGLE-PLAYER MODE AND A TWO-PLAYER DEATH MATCH. BECAUSE AFTER ALL, NOTHING SAYS YOU CARE LIKE A LOAD OF SCREAMING HOT STEEL IN SOMEBODY'S TORSO.

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Two-Player Death Match

PLAYER 2 LURCHES FORWARD
AS RUSTY STEEL HOLLOWS OUT
HIS CHEST CAVITY, BURSTING
HIS INNER ORGANS.

PLAYER 1, DESPITE HIMSELF, SMILES.



64DD

the future of gaming?

CARTRIDGES SUCK. YOU KNOW IT. WE KNOW IT AND EVEN NINTENDO KNOWS IT. WHILE THERE IS NO DENYING THAT CARTRIDGES OFFER FAST ACCESS TO DATA AND UPDATABILITY, THE LIMITED SPACE AND ESPECIALLY THE HIGH COST MAKE THEM THE LEAST FAVORED MEDIA IN THE EYES OF BOTH CONSUMERS AND DEVELOPERS.

WHEN THEY RELEASED THE N64 IN 1996, NINTENDO DECIDED AGAINST A BUILT-IN CD-ROM DRIVE BECAUSE OF THREE SIMPLE REASONS: 1. NINTENDO WANTED COMPLETE CONTROL OVER THE MANUFACTURING PROCESS (CD-ROMS CAN BE MADE BY ANYONE, N64 CARTS ONLY BY NINTENDO). 2. REGULAR DOUBLE-SPEED CD-ROM DRIVES WERE TOO SLOW FOR THE TYPES OF GAMES NINTENDO WAS PLANNING. 3. NINTENDO WOULDN'T HAVE BEEN ABLE TO SELL THE TECHNICALLY MORE ADVANCED N64 AT THE SAME PRICE AS THE PSX OR SATURN IF IT INCLUDED A DRIVE.

BUT WHILE NINTENDO WAS WORKING HARD ON HOODING DEVELOPERS TO CREATE GAMES FOR THE PLATFORM AND ESTABLISH THE N64 INTERNATIONALLY, THEY HAD A SECOND PLAN ON THE BACK-BURNER ALL ALONG: AN OPTIONAL ADD-ON CALLED THE 64DD.

WHAT IS THE 64DD?

The 64DD (64-megabyte Dynamic Drive) is a writable magnetic disk drive that attaches to the bottom of your N64 console and connects via the EXT slot. Instead of cartridges or CDs, the unit uses large disks similar to those of a Zip Drive. Each disk holds 64 megabytes of data with up to 38 megabytes writable space. The 64DD is jam-packed with all kinds of goodies, such as a special ROM-chip and even an included RAM expansion.

HOW DOES IT WORK?

The 64DD is a peripheral and will not work by itself. When you switch on your 64DD-enhanced N64, the system automatically checks whether there is a cartridge in the N64 or a disk in the drive. If a cartridge is plugged in, that game will automatically boot and start, but if there isn't, then you will be treated to a cool 'N' intro starring Mario, much like the famous PlayStation startup screen. From here, the 64DD will let you load a disk or go to a data management screen. To understand better how the 64DD will work with the N64, it is necessary to take a

look at how the drive influences the way game developers make games.

Basically, with the advent of the 6400, developers will be able to create games in four different ways:

1.] MAKE A GAME ON DISK FOR USE WITH THE 6400 ONLY

Some developers may opt to make some of the games exclusively for the 6400. This means that the games will be cheaper for both the developer and the consumer, and that the programmers have more room to create larger and more detailed games. But more importantly, data can be written directly to the disk (without the use of memory paks), which opens the way for customization and more dynamic games.

One such example is Nintendo's own *EarthBound 64* (*Mother 3*), an awesome-looking 3D adventure with an ever-changing quest. Every time you do something in the game, it will alter the whole story.

2.] MAKE AN ADD-ON DISK OR A GAME ON CARTRIDGE THAT WILL ALLOW FOR THE ADDITION OF ADD-ON DISKS

One of the coolest features of the 6400 is that it lets you use both carts and disks at the same time. For example, Electronic Arts could release a sports game on cartridge for the regular price. A few months later, you

would be able to buy an expansion disk with new player data, new stadiums, up-to-date rosters, and tons of pictures for a very low price. This expansion disk would require the original cartridge to be plugged in. Or how about getting new missions for a game like *GoldenEye* or new levels for *Turok*?

The first game to receive an add-on disk will be Nintendo's cartridge racer *F-Zero X*, the sequel to the Super NES classic. The disk, tentatively named *F-Zero Expansion Set*, will contain new tracks, new cars, and best of all: a track editor to create your own courses. Thanks to the 6400's writability function, these tracks can be directly saved to disk and traded with your friends. It is likely that many cart games in the future will have "hooks" programmed in to make them 6400 compatible.

3.] CREATE A 6400 GAME THAT CONNECTS THE SYSTEM WITH THE GAMEBOY

The 6400 will be able to bridge the gap between home console and portable game. With the help of the 64 GB Pak and a simple connection cable, the 6400 will turn into a docking station for your GameBoy. You

can play a game on your GameBoy, plug it into the GB Pak and import the data into the 6400. The data can

then be used in a 6400 game. You will also be able to plug up to four GameBoys into the N64's controller ports and use them as additional screens. An example would be a digital card game on the N64,

where you could see your cards on the GameBoy screens without letting your friends seeing your hand.

This may all sound strange, but it isn't. Nintendo has already confirmed several titles that will make use of the connection end, considering that the GameBoy is the best-selling system of all time, that may not be such a dumb idea. The first 6400/GB Pak game will be *Pocket Monster Stadium*, an RPG battle simulator that lets you load monster data from the GameBoy Pocket Monster games and then see and train the monsters in true 3D on the N64. And the 6400 version of the Japan-only popular horse racing game *Derby Station* will let you use the separate GameBoy screen option to enter your bets.

DATA CAN BE WRITTEN DIRECTLY TO THE 6400.





Sequels to *Pocket Monster* will only be available on the 64DD.

THE N64 TAKES A STEP IN A NEW DIRECTION

Look for *Earthbound* to be a huge hit on the 64DD.



4.] PRETEND THE 64DD DOESN'T EXIST AND MAKE A NORMAL CARTRIDGE GAME

If a developer is not convinced that the 64DD will sell in great amounts, he may simply continue to develop games for cartridge and not worry about the add-on.

HOW IS THE 64DD DIFFERENT FROM CD-ROM DRIVES?

The 64DD should not be understood as a CD-RDM replacement. It is a peripheral, an addition to the N64's cartridge format that fixes a few problems and adds a whole slew of new options that could potentially open a new world for console games.

Writability: One of the most important features of the 64DD is writability, something CD-RDMs (RDM stands for Read Only Memory) cannot offer, and cartridges only in a very limited way. The 64DD offers up to 38 megabytes of writable space on one disk, enough for large changes, tons of game saves, whole tracks, lots of pictures, and more.

Speed: The 64DD is much faster than a regular CD-RDM drive and load time will probably not be a major issue. We took a hard look at the load time of Nintendo's *Pocket Monster Stadium* for the 64DD—a data access was almost instantaneous.

Size: One of the downsides of the 64DD when comparing it to CD-RDM drives is the limited size of its disk (64 megabytes). CDs can hold up to 660 megabytes, ten times as much as the 64DD. Data on 64DD disks is stored on two sides, for a total of 64 megabytes (about eight times the size of *Mario 64*). Nintendo opted for this relatively small size to keep costs down. Note that since the disks are 'hot-swappable', games can actually stretch across more than one disk.

Burst Access: The 64DD is not built with prerendered FMV in mind, such as the movie scenes in many PSX games. Instead, Nintendo stresses real time rendered cutscenes, like in *Star Fox*. The drive's burst access, which allows for high-speed data transfer to the N64 in quick bursts, is not ideal for streaming media.

Modem/Network Capability: Nintendo confirmed that the 64DD will connect to some kind of network in the future, either via telephone line, satellite, or cable. Although the drive will most probably not come with a modem built-in, the ability to download data for use in 64DD titles is almost guaranteed.

A SUCCESSFUL ADD-ON?

Why should the 64DD differ from the many failed add-ons, such as the Sega CD? Well,

there is no guarantee that the 64DD won't fail, but Nintendo's ability to produce incredible games and the promise of a low price are likely to persuade many gamers into 'upgrading' their N64s. And unlike so many failed peripherals and add-ons, the 64DD doesn't merely offer more of the same. It takes a step into a new direction, one virtually unexplored in the home videogaming community: writability. In Japan, Nintendo is planning to release sequels of its best-selling GameBoy titles only on 64DD (e.g., the *Pocket Monster* games) and is offering a varied lineup of popular genres, such as RPGs and virtual pets. For the US, the strategy will definitely be different, and focus more on surprise games from such developers as Iguana, Rare, Capcom, and LucasArts.

HOW MUCH WILL IT COST?

This could be the one factor that will make or break the 64DD. Although Nintendo hasn't announced a price yet, the drive will probably sell for as low as \$79—with an included disk.

WHEN WILL IT COME OUT?

The Japanese release is set for June. Expect the US 64DD sometime between late '98 and mid '99.

INCLUDED IN THE BOX:

MEMORY EXPANSION

The 64DD comes with a 4 MB expansion RAM (random access memory) pack, which players must install into the memory expansion slot of the Nintendo 64. The slot is currently occupied by a placeholder (Jumper pak). The 4 MB Rambus DRAM chip will bring the N64's total memory up to 8 megabytes, four times as much as the 32-bit consoles. The increased memory is necessary for the disk to function, but also makes it easier for developers to create hi-res games and titles with large environments.

BUILT-IN ROM

The 64DD includes a 36-megabit chip that contains integrated fonts and sound files. No longer will programmers have to put ALL their sounds into a cart as is currently the case (the N64 lacks a dedicated sound chip). This will eliminate the need for developers to store many sounds and fonts on the disk and frees up even more space.

REAL TIME CLOCK

Much like Sega's Saturn, the 64DD will have a battery-backed clock that lets the system know how much time passes, even when it's switched off. This will pave the way for time-release features (a special Christmas or Halloween level that opens up on the right

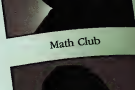
Ninja School Class of '98



Drama Club



Crossing Guard



Math Club



Glee Club



Marching Band



Debate Team



Wood Shop



Voted most likely to star in his own video game



French Club



Book Club



AV Squad



Yearbook Staff



Explore a seemingly limitless 3-D world of bewildering labyrinths, monstrous caves, underwater caverns and even Mt. Fuji and a coffee shop or two.



Even the hottest, meanest, ugliest, most dreadful mechanical boss is destined for the scrap heap once Gohmura jumps into his supercharged mech.



As any one of our four characters, you've got people to meet and places to go to find the clues that'll help you acquire the special powers and keys you need to complete your quest.



ALSO ON GAMEBOY ADVANCE

1-800-896-HINT (4468) WWW.KONAMI.COM \$0.95 per minute charge. \$1.15 per minute support from a game counter. Touch tone phone required. Minors must have parental permission before dialing. Hints are available 24 hours a day. Live support Monday-Friday 8:30am to 5:00pm CST only. Prices and availability subject to change. U.S. availability only. Mystical Ninja Starring Gohmura and Konami are registered trademarks of Konami Co., Ltd. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America, Inc. Nintendo, Game Boy and the official seal are registered trademarks of Nintendo of America, Inc. ©1998 Nintendo of America, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. ©1998 Konami of America, Inc. All Rights Reserved.



You know Mario will be on the 6400!



WILL THE U.S. VERSION HAVE A MODEM?



6400 SPECS

day) as well as virtual pets and sim games that continue to evolve even when your N64 is not on.

MODEM, NETWORK OR SATELLITE HOOK-UP

The 6400 will be able to connect to a network of some kind to download new data for 6400 games. Nintendo has still not confirmed whether the US version of the 6400 will include a modem that would allow for multiplayer network gaming and direct downloads.

THE LINEUP

CABBAGE (NINTENDO)

NCL's virtual creature sim stretches the boundaries of console games. In both time and space. Watch and 'nurture' this 6400 pet, even transfer it to your GameBoy to take it with you.

DERBY STALLION 64 (PARITY BIT/MARIQUIL)

The 64-bit version of the famous horse racing sim should be popular in Japan. Supports the GameBoy Link for placing bets.

DONKEY KONG 64 (NINTENDO/RARE)

Although it may still see the light as a cart title, Rare's next *Donkey Kong* title will definitely work with the 6400 in some way.

DOOBUTSU BANCHOU (SARU BURUNEI/MARIQUIL)

From the designer of *Parappa the Rapper* comes this odd life sim, loosely translated as 'Animal Thugs.'

DT (GAME STUDIO/MARIQUIL)

The seasoned Japanese RPG-developer Game Studio is secretly working on a 6400

project codenamed *DT*. Content and genre are still unknown.

EARTHBOND 64 (MOTHER 3 [NINTENDO])

The sequel to the Super NES hit presents an ever-changing quest with multiple paths and interactive environments. Unlike its predecessor, this hot-looking RPG will be set in 3D environments with smooth visuals and varied battles.

FIRE EMBLEM 64 (NINTENDO/INTELLIGENT SYSTEMS)

The 64-bit sequel to Nintendo's fantastic strategy game series (in Japan) is similar in style to *Ogre Battle*. You command an army of warriors in their struggle to defend their kingdom from evil.

F-ZERO EXPANSION SET (NINTENDO)

This disk, for use with the F-Zero cart game, offers new tracks, new cars, and even an awesome 3D track editor for unlimited replay value. Create your own tracks, trade them with friends, and save them directly to disk.

HYBRID HEAVEN (KONAMI)

Konami's awesome sci-fi RPG has graphics like *Resident Evil* and a fighting system like *Final Fantasy*. Could still slip to cartridge.

KYOJIN NO DOSHIN (PARAM/MARIQUIL)

From the creators of *Tail of the Sun* comes another off-beat title that deals with a giant's life on an island. *Kyojin no Doshin* (loosely translated: *Giant's Step*) is supposedly in the line of *Tail of the Sun*, with lots of exploration.

LEGEND OF ZELDA 00 (NINTENDO)

Nintendo is working on a sequel to the upcoming *Legend of Zelda: Ocarina of Time*. Tentatively called *Zelda 00*, this will either be an add-on disk that adds more quests and characters to the original cart game, or a completely self-contained adventure.

PHYSICAL DIMENSIONS/HEIGHT: 6.7" x 7.2" x 5.1" 3.83 LBS

SYSTEM: MAGNETIC DISK STORAGE MEDIUM ERROR CORRECTION SYSTEM

UTILIZES N64 CONSOLE & FOR DATA PROCESSING BATTERY-BACKED RAM (THEELOCK BUILT-IN 3D)

MEGABIT ROM (CONTAINS DATA FILES TO ASSIST

DEVELOPERS SUCH AS SOUNDS AND FONTS)

UP PHYSICAL DIMENSIONS: 3.98" x 4.08" x 4.08" 4.08" x 4.08" x 4.08" (A.K.A.)

BENCHMARKS: UNDER 10 MS DATA TIME

1 MB/SEC DATA TRANSFER RATE

BURST ACCESS STREAMS

RAM EXPANSION (NETWORK & CONSOLE MEMORY EXPANSION BUILT) DISKS ARE NOT SHARABLE (MULTIPLE DISK SUPPORT)

1 MB/SEC/DRIVE: HIGH

DENSITY: 100% (100% DENSITY) THE TOTAL DENSITY IS 100% (100% DENSITY) THE TOTAL DENSITY IS 100% (100% DENSITY)

100% (100% DENSITY) THE TOTAL DENSITY IS 100% (100% DENSITY)

MARIO ARTIST: PICTURE MAKER (NINTENDO)

Paint and edit pictures on screen with this miniature Photoshop-style paint program. Together with another peripheral, the N64 Capture Cartridge, you can capture photos and video from your VCR or video camera and use them in other applications and games.

MARIO ARTIST: POLYGON MAKER (NINTENDO)

Shape and modify 3D objects in realtime, build your own space-ships, make creatures or landscapes, and even animate them. You can also import images from *Picture Maker* and use them as textures. For example, you could create a car and use your face on the hood.

MARIO ARTIST: SOUND MAKER (NINTENDO)

Create music and sounds, compose melodies and record everything to disk. It is likely that you will be able to export the data later and use it in other applications or games, but so far no details are known.

MARIO ARTIST: TALENT MAKER (NINTENDO)

Create your own character, determine his or her appearance and watch your creation comes to life. You can also import images from *Picture Maker* and even use your own face as a face texture for one of the characters. It's really eerie to watch yourself conduct an orchestra or practice karate.

MYSTERIOUS OUNDEON (CHUNSOFT)

Known as *Fushigi no Dungeon* in Japan, Content, title and storyline of Chunsoft's first N64 RPG are still secret, but if the game is at all like its predecessor, then *Fushigi no Dungeon 64* will be a traditional, turn-based RPG with randomly generated dungeons.

NAMCO RPG (NAMCO)

Namco signed a contract with Nintendo to develop an RPG for the N64, rumored to be another installment in Namco's *Tales of Destiny* series.

DORE BATTLE 64 (QUEST)

The sequel to the cool Super NES strategy-RPG is N64 bound — but Quest is still debating whether it will appear on cart, on 64DD, or on both.

POCKET MONSTER 64 (NINTENDO)

NCL is developing a *Pokemon* RPG game for Japan to be used in conjunction with the popular GameBoy *Pokemon* Monsters games.

POCKET MONSTER STADIUM (NINTENDO)

Much like in *Monster Rancher*, players pit 3D polygonal creatures against each other in *Final Fantasy*-style RPG battles and have them fight for survival. Supports the 64 GB Pak for import of GameBoy "monster data."

POCKET MONSTERS' SNAP (NINTENDO)

Another odd entry into the "what genre is this?" genre, *Pocket Monsters' Snap* (or *Pokemon Snap*) puts you on a safari through different nature parks. Your mission: Snap pictures of free-roaming Pocket Monsters.

Just like in *PilotWings*, you are supposed to make the best possible picture, and you often have to use items to coax the monsters out of their hiding places. All pictures can be saved directly to the disk. Why? You tell us.

PROJECT CAIRO (CRAVE ENTERTAINMENT)

Codenamed *Project Cairo*, Crave's first RPG offering for Nintendo 64 promises a fresh look for the genre with interesting, Americanized characters. The game is said to be in negotiations to use a major comic book for both characters and background story.

SMCITY 64 (NINTENDO)

Developed by Nintendo, this 64DD city-building sim lets you micro-manage anything from a small hamlet to a giant metropolis populated by millions of people. You can actually go down to the street level and look at life in your city in polygonal form. Also, using the 64DD's writability, load images created with *Mario Artist* and use them as billboards in your city.

SIMCAPTER 64

SimCaptor 64 uses the 64DD swap feature

and lets you load cities created in *Smoby 64* and fly through them via a biplane. The object of the game is to keep the city safe, put out fires, and regulate traffic.

SUPER MARIO 64 B

The eagerly anticipated successor to the likelihood 64DD-bound. Giving you control over different characters (including the original *Mario 64* 2 will provide the same awesome 3D platform action as its predecessor.

SUPER MARIO RPG B

Aimed squarely at RPG beginners and children, *Mario RPG 2* takes the original 2D Mario and casts him into a 3D polygonal world.

TED (FUJITSU/MARQUE)

The first non-Nintendo developed virtual pet to grace the 64DD will be Fujitsu's Finfin, a flying dolphin who speaks his own musical language. Ted makes use of the upcoming Microphone Headset and lets you give voice commands to the creature.

RUMORED:

3D FIGHTER

Nintendo has hinted at the development of a 3D fighting game that utilizes downloadable data and custom-created texture maps. Your face as a fighter? It could become reality thanks to the 64DD.

3D ADVENTURE (CAPCOM)

Sources close to Capcom told IGN64.com that the company is indeed going ahead on a 3D adventure/action game that uses the *Resident Evil* perspective. *Resident Evil* is not a PlayStation exclusive, so let's hope the horror epic hits 64DD.

Put your face in a game with *Talent Maker*!



nintendo

gamer's summit



Nintendo invited us to go see 'em. This is a rare and exciting occasion where we get to try out the latest and greatest from its '98 line up. This year was particularly exciting, because we got to broach the subjects you've all been asking about - namely *Zelda* and the 64DD. We've pretty much covered the 64 DD in the preceding pages, but the new games are among the hottest the company has released to date. Take a look, drool and start saving.

1080 DEGREE SNOWBOARDING

This was, for us, the game of the Summit. Fantastic graphics help, but the best thing about the game is the fact that it echoes *Wave Race 64*: the same kind of setup, the same depth of play and the radical, twisty, turny stunts. Primarily, this is a racing game. You can face off against a computer opponent or try the split-screen, two player mode.

Hey, man, who swiped the Dew? Gotta have the Dew...



Maybe if he had smaller pants, he wouldn't fall down so much...



CRUIS'N WORLD

Oops! If there was a disappointing title at the summit, then it was *Cruisin' World*. Frankly, the improved graphics do not enhance the gameplay. It still suffers from horrendously immediate pop-up, as cars materialize almost instantly in your path, requiring precognition rather than skill to avoid.

The game does have an absolute ton of tracks and plenty of 'rockin' soundtracks to accompany them, but that won't make up for its other failings. Having said that, there are plenty of *Cruisin' USA* fans out there, and for them, this is a vast improvement. Not the best thing we've ever seen, though.

Believe it or not, this is marginally better than *Cruisin' USA*!



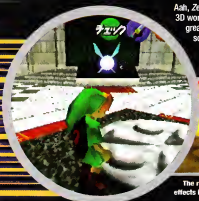
Why, sure! Every gamer wants to drive a semi!



ZELDA 64: THE OCARINA OF TIME

Aah, *Zelda*. It just gets better and better. The lock-on strating, the new characters, the amazing 3D world... the adventure of a lifetime. Just look at this game. Nintendo intends this to be the greatest videogame ever made, and it looks like Miyamoto is on the ball again. An awesome feat of design and programming.

Link finds the world's biggest Frisbee in this astounding, revolutionary screen shot from *Zelda:Ocarina of Time*.



The rumors are true! *Zelda* will have fire effects in the game!



And talk about your brick textures... each one of these guys looks just like a real brick!



QUESTION:

You're playing first base and the batter smokes a liner right over the bag. You have no chance to make the play, but luckily the ball hits the umpire and bounces into your glove. The umpire calls the batter out and sends him back to the dugout.

TRUE

or

FALSE

FOR THE CORRECT ANSWER, GO TO PAGE 52

a new wave

BANJO KAZOOIE

OK, so it does look, feel and sound almost exactly like *Super Mario 64*, but that's a pretty remarkable achievement. Banjo won't win any awards for originality, but for sheer fun and depth of play, you'd be hard pushed to find a more attractive title this year. The Rare-produced game will appeal to younger audiences, but Mario purists would do well to pay attention. Think of this as *Mario 64 0.1* with new levels and you ought to be championing at the bit.

The addition of Kazooie, the backpack-dwelling bird, adds a level of strategy to the game. You can choose between characters with a simple button combo - the bear is powerful and slow, while the bird is fast, but weak, kind of like Mario and Luigi. The echoes don't stop there, though. Level design is frighteningly similar, featuring an island and a ghost house that will invoke an immediate sense of déjà vu. Is Banjo Kazooie better than Mario? Time will tell...



Slash from *G 'n' R* makes a rare appearance in a videogame as the snowman...



Here's positive proof that all videogame characters speak broken pidgin English...

NBA COURTSIDE BASKETBALL

Nintendo's new commitment to sports is on display as the big N is set to publish its first hoops game since the NES. Even more telling is the fact that the game has both the NBA and NBA Players license, an expensive venture that Nintendo would never have committed to in the past.

As for the game, Left Field has done a credible job of creating a five-on-five basketball sim for the N64 that doesn't appear out of focus. The graphics are similar to PlayStation b-ball games which, when compared to *NBA ITZ 64*, is a major step up. Innovative use of the analog stick to back down players in the paint is one of the features that makes *NBA Courtside* look very promising. Too early to tell if the gameplay is up to snuff, but from what we've seen, this could very well be the best hoops the N64 has to offer.



Oh, man... is it basketball season already?

I guess it could be worse... it could be baseball season...

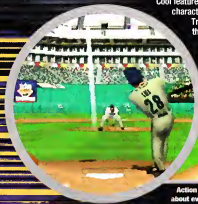


KEN GRIFFEY BASEBALL

Acclaim looked like they had the baseball N64 market sewn up until Nintendo unveiled the latest rev of *Ken Griffey*. It looks awesome. Fearlessly rendered graphics and innovative gameplay features make this the game to watch.

Cool features, like a heart-beat-linked pitching window, add much needed depth to the gameplay. The character motion capture is awesome and the graphics are sharp, smooth and detailed throughout. True, this is a very arcade version of the sport, but given Nintendo's track record in this field, that should be a bonus. We can't wait to get our hands on the final version. Look forward to a review soon and an in depth preview in next month's sports section.

Swing and a miss! Gee, only 6 more innings to go...



Action like this takes place in a real ballpark about every, eh, two hours or so...



In a surprise move, the pitcher throws a whole bunch of really tiny baseballs...



A game developed by people with racing in their blood.



*The French sure know
how to drive.*



*I sure hope Santa brings
us a new turbocharger!*



*Christian makes
us proud, again.*



*Granny can get that
chain moving!*



Rex - our team dog.

Introducing the only game designed with the help of America's
favorite racing family. Newman/Haas Racing. Welcome to the family.



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WIRETAP

HERE ARE SOME NOTES FROM THE UNDERGROUND... LOGG THEM AT YOUR LEISURE...

GT2 IN DEVELOPMENT

Gran Turismo developer, Poly, is said to already be working on a sequel to the eagerly anticipated racing title. While the game isn't even available yet in the US and



The blue car is the fastest... Woo-hoo!



The red car has a goofy wing in the back.



Shh... Roger is taking a nap in the trunk...

Sony refuses to comment on this possibility of a sequel, the team is already deciding what new cars to add and what new gameplay elements should be put in.

Additionally, the team is said to be spending additional time tweaking the physics engine to make the cars handle even more realistically.

Three game sources have indicated that the game could be released in Japan as early as this Christmas although there is no word yet on an estimated US release date.



MINSCAPE ENTERTAINMENT WOES

Following a consolidation of its entertainment group (which was based in Sunnyvale, CA) back into a single building at the corporate headquarters in Navato, CA, Mindscape is said to be at least temporarily discontinuing all console game development. The company released two of SSI's Warhammer games on the PlayStation and met with supposedly dismal sales results. Computer game conversions often don't sit well with the console audience, although the massive success of Riven shows there are exceptions to the rule.

For now the company will allegedly lick its wounds. To add additional fuel to the fire,

Mindscape is said to be going up on the block as Pearson (the company's parent) seeks to exit the interactive market. Pearson also owns and plans to sell Future Publishing, a UK based producer of video and computer games magazines. Rule of thumb for console developers: Stick to big, good, fun games.



GT IS VENGEFUL

Reality Bytes has been working in earnest on Dark Vengeance for better than a year where it is garnering much attention from the press due primarily to the game's amazing visuals. Lately the company has been quiet regarding the game's development following a surprisingly open

period early on. Sources have indicated that this is due to the fact that it has attracted a publisher in the form of GT Interactive. The title is currently slated for a Q4 '98 release on PC. A Mac version is also being developed but it is as yet unknown if GT's MacSoft division will be publishing the title.

VM LABS PULLS MAJOR DEVELOPERS?

Sources close to Electronic Arts and Namco have both intimated that they have received development kits for VM Labs' mysterious Project X console and are hard at work on projects for it. While the receipt of development kits doesn't mean that actual projects will ever hit the shelves

(hell, ask the dozens of developers who received Jaguar kits), but from what ULTRA Gameplayers is hearing, there's going to be some actual support for the unit from these companies. Who knows, we may see Tekken 3 and some EA sports games on the unit in time for its launch in October.

BITS & BYTES

• Following its success on PlayStation, Sony Interactive will be bringing the next *Grand Day* ('99) to the PC to compete with its arch rival, *Madden*. Sources have indicated that the game is supposedly to be ready in September. • Recently Oak Technologies has announced that it would be leaving the 3D accelerator market thereby leaving

its Warp 5 technology orphaned. But this isn't the end of the Warp series. According to sources, Oak is seeking to sell off its entire 3D division or license the technology to another manufacturer. For now, there is rumor that Cyrix is interested in the product, but no one from either company is speaking about where negotiations may be. •

Mike Wilson's Gathering of Developers will allegedly be publishing 3D Realms', *Max Payne*. *Max Payne* could have been published by GT Interactive given that the NY-based giant has the rights to match any offer given to 3D Realms as per an earlier contract feature. In this case, GT is said to have passed on matching GOD's offer. •

PREVIEWS

TUROK 2



ALL NEW N64 STUFF!

WE'RE BIG N64 FANS OVER HERE AT UGP. AS A MATTER OF FACT, WE'RE BIG PLAYSTATION, PC AND SATURN FANS, TOO, BUT THE N64 SEEMS TO SUFFER IN TERMS OF THE LIMITED NUMBER OF GAMES AVAILABLE. NOT THIS MONTH, THOUGH. WE HAVE HOT PREVIEWS OF TOP TITLES, LIKE **TUROK 2**, **1080 SNOWBOARDING** AND **RECKIN' BALLS**. EACH OF THESE GAMES OFFERS SOMETHING DRAMATIC, WHETHER IT BE GAME-PLAY, GRAPHICS OR ORIGINAL IDEAS. PLAYSTATION ALSO POWERS AHEAD WITH THE MOST EAGERLY ANTICIPATED ARCADE CONVERSION SINCE **PAC MAN** (ALSO FROM NAMCO) IN THE SHAPE OF **TEKKEN 3**. ON THE PC SIDE, THE GAME EVERYONE IS TALKING ABOUT IS **UNREAL**. THIS POTENTIAL **QUAKE**-BEATER USES A PROPRIETARY GRAPHICS ENGINE THAT MAY BRING AN END TO THE WORLD AS WE KNOW IT. THIS MONTH WE EXPLORE IT IN FULL. LOTS OF GOOD STUFF, SO ENJOY.

When you work at ULTRA Gameplayers, just about every day is Christmas day, with lots of hot, new games appearing as if by magic. Of course, with every day like Christmas, every night is a lot like New Year's, with the drinks, and the paper hats, and the drinks, and the noisemakers, and the drinks...

	BATMAN & ROBIN TANK PLATOON The Caped Crusader's backup unit...	048
	BIO FREAKS No, it's not about BIL...	037
	BLASTO Blast... The dad's saving child...	035
	CALIFORNIA SPEED Uh... have you seen my commute?	039
	DEAD OR ALIVE Not another '98 on Monday morning 'bake!	038
	FORSAKEN RECKIN' BALLS No, we're not gonna say it...	033
	OUTLAWS RETURN FIRE Did we mention the dirt was burning stuff?	054
	RASCAL RUFF WARZONE Ho, sweetie guys hugging each other... blech!	044
	REDLINE We're not talkin'! Thundercats best!	040
	ROAD RASH 3D Don't scratch it if it's only get worse!	047
	SAGA FRONTIER Not the Final Frontier, but...	055
	TEKKEN 3 That time's the chance...	041
	TOMBS! What finger says after 3 or 4 tropical drinks...	051
	TUROK 2 More fun with dinosaurs...	032
	UNREAL Think of it as the ult... opposite of ult... real...	048
	WAR GAMES Who said it was hell?	046
	1080 DEGREE SNOWBOARDING A totally slicker page, dude...	050

TUROK 2

SYSTEM: NINTENDO 64, PC

PUBLISHER: ACCLAIM

DEVELOPER: IGS/NA

RELEASE DATE: AUGUST

The original *Turok* is still considered to be one of the five best N64 games and the best third-party game on the system. The stunning graphics were one of the major reasons for the N64's early success and, ever since its launch, rumors have run rampant about the impending sequel. Finally, we had the opportunity to get a look at long-awaited *Turok 2*.

The game is still going to be a first-person shooter (despite early rumors to the contrary) and, from what we've seen, is going to look very similar to the original. The levels shown to us were based around Mayan ruins and, according to the developers, are doubled in size from the

original. One of the big focuses for *Turok 2* is to make the game bigger and more populated than the original, so there is less wandering around the jungle and more bleeding dinosaurs. The magnificent engine of the original has been tweaked to provide graphics that are even crisper than before. Another key to the upgraded engine is the ability to have more

polygons on screen at a time, which allows the developers to populate the worlds and pull back the fog.

One of the biggest complaints of the original was the thick fog that was everywhere in the game. The developers said that the fog is still going to be there, but not throughout the game and not near as thick. Of course, the dinosaurs are the obvious enemies in *Turok* (otherwise what kind of dinosaur hunter would he be?), but a host of new beasts have been added for the sequel. Just check out the four screen shots below. In *Turok 2*, you'll be going up against some of the weirdest creatures imaginable; everything from your standard raptor, to scaly buffalo-like things, to huge-handed apes and even futuristic killer robots! Talk about your challenges! Plus, the team is currently working on all kinds of new death and



Unbelievably, the graphics in *Turok 2* are even crisper than the original.

MORE BLOOD, MORE BEASTS... LESS FOG!



The backgrounds look very similar to those in the original.



The textures on the buildings have tons of detail.



With polygons even being devoted to the trees, *Turok 2* promises to be one truly 3D game.



New lighting techniques cast light over the world and the characters in it.



Pushing back the fog is a welcome addition to the sequel.

decapitation animations that are set to keep *Turok 2* as one of the goriest N64 games around. Next month we are going down to Austin, Texas to get an in-depth look at this N64 beast. See ya then!



Why, sure! These things roamed the earth with the dinosaurs, right?



According to this shot, the dinosaurs' demise was due to malnutrition!



Evidently the Buffalo Bills are trying to come up with a new, tougher image for their helmets.



This pic proves that early mammals played baseball. This guy here was a first baseman.



FORSAKEN

SYSTEM: PLAYSTATION, N64, PC
PUBLISHER: ACCLAIM
DEVELOPER: PROSE
RELEASE DATE: JUNE

IT'S A BEAUTY, NO
MATTER WHERE IT PLAYS!



This logo puts new meaning into the old phrase 'My heart bleeds for you!'

A graphical masterpiece, *Forsaken* is a smooth 360-degree shooter that takes the *Descent*-style game to new levels. Acclaim is planning to unleash this multi-player madness on the N64, PlayStation, and PC simultaneously this summer. The PC version supports up to 12 players over network, internet, or modem play. The PlayStation serves up a split-screen, two-player showdown, while the N64 antes in with a four-player deathmatch.

The innovative weapons explode onto the screen with dynamic lighting, transparencies, and fogging effects. Other elements, like falling ceilings, turbine fans, and spiky traps keep players on their toes. The PC version is a showpiece for Direct 3D, with graphics that are quite honestly among the very best in the industry. The N64 version is comparable to the PC, while the PlayStation version is the ugly duckling of the bunch, yet is still one of the best-looking games on the system.

All in all, *Forsaken* is set to be one of the best-looking and playing multi-platform, multi-player games of the year.



In *Forsaken*, you get behind the wheel of futuristic hover bikes that are armed to the hilt.



Deadly weapons light up the screen, thanks to some amazing special effects.



The N64 four-player split-screen moves at a surprisingly high frame-rate.



The four-player N64 version will allow up to four players to play at a time!

RECKIN' BALLS

SYSTEM: NINTENDO 64
PUBLISHER: ACCLAIM
DEVELOPER: IGUANA
RELEASE DATE: MAY

JUST LIKE UNIRACERS,
BUT FUN!



Surreal characters have a touch of the psychedelic to them.

An extreme departure for both Iguana and Acclaim, *Reckin' Balls* is a cutesy platform racer that resembles nothing the companies have done previously.

Players choose from a wacky cast of eight different bouncing balls, then proceed to racing up spiraling vertical tracks stacked one atop the other. There are over 100 different tracks that each feature their own variety of jumps, springs, transports, air-fans, conveyor belts, and more. Players use these devices and their grappling hook to rapidly climb up each rung of the track. In addition, there will be enemies which occupy each track attempting to interrupt the speedy ascent.

The multi-player aspect of *Reckin' Balls* is definitely going to be the most fun, with one to four players allowed to race up the track. The choice of vertical or horizontal split-screen is in the player's hands and surprisingly, the frame-rate maintains a fast pace, even with four-players. This is an odd little game that could prove to be one of the best multi-player games on the N64. We'll just wait and see.



Not quite the realistic graphics of *Turok*, but the oddly cute game is a blast.



Being able to choose vertical or horizontal is a great option.



Check out this underdog pinball level! At least, that's what we think is going on...



The four player mode features plenty of red and white striped stuff for everybody!

"SAY HELLO TO MY LITTLE FRIENDS"

AEROFIGHTERS ASSAULT



VIDEO SYSTEM

<http://www.dreamsquare.co.jp>

PARADISE ENTERTAINMENT

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YOU WANT TO BE A HERO?
DOGFOIGHT BOGIES AND
BOSSSES OR GO HEAD-TO-
HEAD IN TWO-PLAYER COM-
BAT IN STUNNING GRAPHIC
ENVIRONMENTS TO SAVE
THE EARTH YET AGAIN.
THERE ARE 10 LEVELS OF
FAST ACTION THAT DEMAND
FAST REACTION. JOIN THE
BATTLE IN THE ONLY GAME
THAT MATTERS.

BLASTO

SYSTEM: PLAYSTATION

PUBLISHER: SCEA

DEVELOPER: SONY INTERACTIVE

RELEASE DATE: MARCH/APRIL

After a six month delay, Sony's long awaited in-house title, *Blasto*, is all set to rear its mass marketed head again. Towing a long list of much-needed improvements over its previous revisions, *Blasto* is looking and handling better than ever. Now more focused on gameplay as a shooter rather than an action or adventure, the game has undergone a visual overhaul of sorts, with carefully accurate light-sourcing and texture mapped backgrounds that remain simple, but are highly effective in giving *Blasto*'s world a distinctly cartoonish feel.

All in all, it looks like the development team has been hard at work finetuning the rough spots and including more gameplay elements over the past six months. Features, such as the level map that plots out your current location in the level and also gives you an idea of the areas left for you to access, should give the player canvassing the incredibly open environment more of a direction. The player is also given a larger arsenal of weapons and various powerups, including a jetpack that allows the player to access secret areas, and a rapid fire gun. The main point of emphasis for most will be the option for saving 'Blasto babes' throughout the game for powerups and weapons. With vivid animations that would put the 'bounce factor' in Tecmo's upcoming *Dead or Alive* to shame, 'babes' are littered all over each level and the player is even given a prize for saving them all.

Among the other new additions to *Blasto* is a locking camera which gives you an advantage in tight situations as well as a grappling move. With over 30 types of enemies to do battle with and a



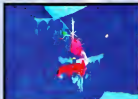
Charging up Blasto's laser gun ensures not only accurate aim, but a one-hit kill as well.



The environments in *Blasto* are massive, giving the player complete freedom of movement for exploration.



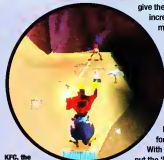
Meet the females who're destined to set back the women's movement about 30 years or so.



You'll find yourself swimming through at least three levels in the game.



Blasto's full-time integral action hero and part-time women's healthcare provider.



KFC, the friendly blue chicken, protects you from his and has a longer range jump than *Blasto*, so grab any opportunity to ride him.

whole host of abilities to solve puzzles, explore vast levels, and survive through five bosses, *Blasto* is shaping up to be a game for avid action/shooter fans.



Enemies are intelligent and will take a lot of strafing and gunning to defeat...



Players stumbling on puzzles are given an ample amount of clues.



The Homing Missile is just one of many weapons that *Blasto* can wield.



You'll unlock some big secrets once you collect every *Blasto* label.



My thing is **speed.**

8 THRUST jets. **4** rudder jets.

My stone goes like a **scalded cat.**

I move in **QUICK** strike fast and **BLOW** before they know what hit em.

ALL their **FIREPOWER** doesn't mean **jack**
if they can't **hit me.**

Heavy **FIREPOWER**
is for **suckers** with small **JOHNSONS.**

All I need are **3** solar collectors and

Oh yeah, MAXIMUM SHIELD WALLS

and about a dozen **RAMMING** spikes.
When my fortress **POCKS** your world, you'll know it.

Firepower, FIREPOWER and
MORE firepower.

This isn't a **BRIDAL SHOWER** it's **war.**

I'll take my chances with **4** doom bolt guns.

2 dragstone **LAUNCHERS** and **3** **SHOCKWave** cannons.

TRUST me.

You don't want any of what
I got for you.

what kind of fortress will you build



an exhibit of the this
STRATOSPHERE
part STRATEGY. part FEAR

BIO FREAKS

SYSTEM: NINTENDO 64

PUBLISHED: MIDWAY

DEVELOPER: SAFFIRE

RELEASE DATE: JULY

The latest 3D fighter from Midway Home Entertainment is *Bio Freaks*, or Biological Flying Robotic Enhanced Armored Killing Synthoids. We know what you're thinking: Didn't Midway release *War Gods*? The answer is yes, but unlike that fighting catastrophe, *Bio Freaks* actually looks and plays well, even in its early stage of completion.

In the future, territorial disputes are no longer settled with unnecessary

armies. Instead, powerful synthoids from around the world represent their region in a battle to the death. Winners take all, including the rights to the loser's land.

Bio Freaks sets itself apart from other Nintendo 64 fighters for a few major reasons: First, it's actually fun and second, it's extremely detailed and the characters are well designed. A total of ten fighters (two of which are hidden) frequent the game, and to say that they are unique in appearance would be an understatement. Imagine a drooling monster with spikes ripping out of his chest and you've got Zipperhead, our personal favorite fighter. Another baddie, Purge, is a hulking beast that throws up before and after every match. And what game of this type would be complete without a psychopathic synthoid, wielding giant scissor-hands and copter-blades above his head for flying around? Truly, you won't find better characters in any other fighter.

But the game isn't all eye-candy. *Bio Freaks* originator, Dave Simon, stumbled onto something when he created a hovering system for each character, and levels that allowed for continuous combat multiple stories high. So, as characters do battle, it's not uncommon for a fighter to fly a few hundred feet into the air and then hover there, waiting for the right

opportunity to pounce on an opponent.

But you want to see blood, don't you? Fret not, *Bio Freaks* is as gory as they come. Fighters can slice off limbs, decapitate enemies or even rip them clean in half, creating a bloody mess. Best of all, though, just like in real life, characters will keep fighting, even though they're missing

an arm or two and their life-blood is draining out.

Developer Saffire is doing the port of the title to Nintendo 64. Look for it to arrive this July in bloody good form.

FINALLY, A GAME THAT BARFS ON YOU!



A total of ten fighters (including two hidden) turn the demonic crew of characters.



Don't get too close or this friendly fellow may just drool on you.



Hey, who says Lara Croft is the only babe in town?



A wide arsenal of powerful weapons is available.



Don't fall in that slime or you'll get burned.



This is Purge, a delightful fighter who celebrates each win by throwing up.



Running around on fire or missing a limb is not uncommon.



Fighters can do battle in the air, hovering hundreds of feet above the ground.



It's kinda like air combat, but without all those pesky airplanes!



Talk about hiring the handicapped! Even one-armed guys can kick ass here!



DEAD OR ALIVE

SYSTEM: PLAYSTATION, SATURN

PUBLISHER: TECMO

DEVELOPER: TECMO

RELEASE DATE: MARCH

IS THIS THE BEST FIGHTING GAME OF 1998?

Despite the popularity of the fighting genre, it's been a while since there's been a fighting game that has made us sit up and take notice. The Saturn import version of Tecmo's *Dead or Alive* arcade game was one such title, but considering that the arcade game utilized Sega's legendary Model 2 board, there was little reason to doubt that the Saturn version would be a superior product.

The surprising thing is that even though the Saturn version of *Dead or Alive* has been available in Japan for months, it will be the 'still in development'.

PlayStation version that will release first in the U.S. Considering the state of the Saturn market in the U.S., there may be some question as to whether the Saturn version will ever see the light of day here.

These first screenshots of the PlayStation version of *Dead or Alive* indicate that the game looks to match, and in some aspects, exceed the superb level of graphics and gameplay found in the Saturn version. One of the most memorable graphical touches is that the developers have even gone as far as to animate the breasts on the female characters. The addition of explosions and lighting effects, and the use of Gouraud shading is evident in these screen shots. If the fluidity of movement lives up to the Saturn version of *Dead or Alive*, the game should easily assume its rightful place in the upper tier of console fighting games.

In terms of gameplay, *Dead or Alive* is currently slated to feature nine characters and one hidden boss. Each character's moves are based on a different martial art ranging from Ninjitsu, Muaytai, Taikyoku-Ken, and Karate. Although similar in many respects to the *Virtua Fighter*-series, *Dead or Alive* borrows the best elements of a number of



Surprisingly, it is the PlayStation version of *Dead or Alive* that will debut in the U.S. first.



As these screenshots attest, concerns of a Model 2 arcade conversion to the PlayStation have been laid to rest.



The inclusion of a vast number of explosions and lighting effects may not be realistic, but it is entertaining.



Dead or Alive is a definite front runner in the 'Best Camera Angle in A Game' category.



Some girls just know how to turn a guy's head.



Taking a page from the *Tomb Raider* book, Tecmo has filled the game with females possessing abundant... skills.

classic fighting games and manages to present a package that feels fresh. One of these 'borrowed' features is the Capcom derived back tap for blocking instead of the standard YF derived block button. This allows a fighting system in which defense is far more intuitive and in which offense must be carefully considered, since battles

are predominately based on a satisfying array of reversals, counters, and throws. Tecmo promises a playable of *Dead or Alive* imminently, so we'll soon know for certain if the game and all of its diverse elements lives up to its promise.



Jann-Lee, memorized by the animated breasts in the game, is about to have his head kicked in.



Counters, reversals, and throws make up a major portion of the gameplay.



Gouraud shading allows for lit-like characters with feature's like long, smooth legs.



'Tell me more Nos, Pinnocchio!'



<http://www.ultragg.com>

CALIFORNIA SPEED

SYSTEM: ARCADE

PUBLISHER: ATARI GAMES

DEVELOPER: ATARI GAMES

RELEASE DATE: APRIL

Atari is by far my favorite arcade manufacturing company. During its heyday, the California-based company produced some of the greatest games ever made, including *Goatler*, *Marble Madness*, *APB* and *720*. After those, things went a bit quiet. Atari continued to produce fine games, but never really shone again until *San Francisco Rush*.

California Speed is not a sequel to that game, but it does use a lot of the same technology and gameplay. The result is an exciting and fast-paced driving game, with more crazy jumping, a better selection of cars and lots more 'world' to explore.

Again, the action takes place in California, but this time, the emphasis is firmly on speed. So much so that it's impossible to crash. If you stray from the track, you're guided back in — you'll slow down, but not too much. The gameplay is all about keeping on the track and doing everything in your power to maintain maximum velocity.

The arcade hardware has been designed by Midway, but uses 3DFX's Voodoo Graphics chipset. The data streams from a gigantic 1.2 gig hard drive, so there's none of the annoying lag which can be found on some CD-based arcade systems. The graphics are even better than those seen in *San Francisco Rush*, but with a similar, bright, almost cartoony feel.

There are an amazing fourteen tracks to choose from, which makes a change from the usual three or four and each has a distinct look and feel (and soundtrack for that matter). To back this



California's famous Mount Shasta is a hard, hard uphill trek. Just think of the gas you'll save on the way down though!



Remember, if you do drive in the Mall, remember to signal correctly.



The rugged grandeur of Highway 1 is demonstrated ably in this wonderful shot.



A novel approach to car select screens — they're all moving when you pick 'em.



Dry, hot, sparse vegetation, and the most sprawling identical suburbs you'll ever see.

up, there are twelve cars to choose from (and probably more hidden), including BMW's Z3, Ferrari's Testarossa and a host of others. Well, they look like them at least — there are no official licenses here.

Like *San Francisco Rush*, there are tons of hidden shortcuts. These shave valuable seconds off your laptimes and are

an essential tool for winning. And like *San Francisco Rush*, you can also drive in the city by the bay. The range of scenery will enthrall you — desert highway, Hearst Castle, the Golden Gate Bridge — all of these landmarks make an appearance in the game. Getting from stage to stage is fun, but the real impetus is seeing what lies over the horizon. No official announcement yet, but expect this to make its way to consoles via Midway.

MORE SPEED THAN SAN FRANCISCO RUSH!



You may remember the LA canals from the chase scene in *Terminator 2*.



Trains select: Go on, choose the stick-shift option. The cars go faster, seriously. Try it.



Silicon Valley may be the home of overpaid geeks, but it's actually like Tron, only better.



Uh-oh, I hope the Carnies don't catch you doing this. They'll kick your ass!



Desert terrain makes up a fair chunk of the action in *California Speed*.



REDLINE

SYSTEM: PLAYSTATION, PC

PUBLISHER: ACCOLADE

DEVELOPER: BEYOND GAMES

RELEASE DATE: JULY

GANG WARFARE WITHOUT ANY NASTY JAIL TIME!

During a recent trip to Salt Lake City, we had a chance to sit down with developer Beyond Games and get an exclusive behind-the-scenes look at *Redline* for the PlayStation.

Essentially, *Redline* is an arena combat game that combines elements of *Twisted Metal* and *Quake* into one violent game. What makes *Redline* so completely different from the aforementioned is the combination of foot and vehicular combat. When doing battle, you can hop into any car in the arena, run around on foot, or even jump into a stationary gun. The seamless transition from foot to vehicle is done well and the developers are being

very careful to balance the play. Clark Stacey, VP of Beyond Games, states, "There are going to be advantages to being on foot or in a car and even in a gun turret. The idea is to create a 3D battle of epic proportions that can be approached several different ways."

The back story of the game pits the player in one of two futuristic gangs which are battling it out.

"By giving the player a deep back-story and a real feeling of belonging to one of the gangs, we hope to deliver a gaming experience which will suck the player in to the world of the game," says Stacey. Despite our insistence, the developers aren't planning

on including any Bloods vs. Crips codes. Instead, the action will take place between the

Templars and the Lepers. Each gang has its own style of combat and look that has been meticulously recreated by the development team. For example, the battle-grounds, logo's, vehicles, and characters in the Templars all possess a similar (and disturbing) artistic look. Overall the art in *Redline* is exceptional and downright scary at times.

The PC version is going to have death-match multi-player play, while the PlayStation is limited to two players.



One thing is certain about *Redline*, and that is the graphics are excellent.



The variety and lighting in the different arenas makes each area look completely different.



Special effects in *Redline* are already up to PlayStation standards.



Each gang gets its own logo, weaponry, and boggy pants.



All you need to wear the Lepers' emblem is a really, really bad skin condition... oh, and boggy pants, of course...



Making a hood ornament out of your enemy is one of life's simple pleasures.



A mighty arsenal allows for destruction of vehicles and everything in the arena.



Better hope this shot blows up this car or your going to be real kill.



Hidden power-ups that can only be reached on foot is one reason to get out of your car.



The developers are planning over 20 different cars that the players can drive in and destroy.

However, the developers have put in a skirmish mode, where AI opponents make the death-matches more exciting.

Overall, the combination of story, action, two-player split screen battles, and gorgeous 3D graphics are set to make *Redline* one of the more exciting new games of the year.



TEKKEN 3

SYSTEM: PLAYSTATION

PUBLISHER: NAMCO

DEVELOPER: NAMCO

RELEASE DATE: APRIL

THE BEST FIGHTING GAME GETS CLOSER!

Ever since the start of the Tekken series, American gamers have had to suffer through long waiting periods for the U.S. release. With about seven months between the release of the Japanese and U.S. versions, it was a long painful wait for those of us who appreciate the beauty of Tekken. Finally, Namco U.S. has caught up and is preparing to unleash the polygonal glory of Tekken 3 at the end of April, just a short month after the Japanese

version. Of course, being internationally connected (not to mention addicted to the game), we will be playing the finished Japanese version before you can even pre-order your copy (sorry for gloating, but sometimes our jobs are just too damn good!).

As of press time, we still haven't had a chance to sit down and play the incomparable Tekken 3, but in talking with Namco and seeing the early screen-shots, we can assure you that the game won't disappoint. The only thing

keeping Tekken 3 from being arcade perfect is a slight drop in resolution (which is required, since TV's resolution isn't as high as an arcade monitor) that is barely noticeable. However, in Namco tradition, there are many additions going into the PlayStation version that are sure to make it even better. Survival mode, team battle, hidden characters, and practice modes are all going to be available, as well as a few new features Namco hasn't yet released. So far, the only hidden character to be uncovered is GON, a strange orange dinosaur from a popular Japanese comic book. That doesn't mean there won't be more. In fact, the staff here at UGP is willing to bet our jobs (speak for yourself, Mike...) that there is going to be at least one more hidden character in the game).

With about 20 characters, incredible



The bastard son of Jun Kazama and Kazuya, Jin Kazama is the main character in Tekken 3 (this is important, because we get to use bad words in describing it).




rendered movies, an unequalled collection of fighting moves, and a balanced fighting engine, Tekken 3 is already the best PlayStation fighting game. To put it simply, we would rather imagine playing Tekken 3 than actually playing any of the other fighting games out there. Look for a review, a



huge strategy, and lots of drool right here in UGP in the coming months.



A close-up, high-contrast photograph of Mike Piazza wearing a catcher's mask. The mask is dark blue with orange padding. The lighting is dramatic, with strong highlights on the orange padding and deep shadows in the mask's interior. Piazza's eyes are visible through the mask's eye holes, looking directly at the camera. His mouth is slightly open, showing his teeth. The overall mood is intense and focused.

IT'S NOT A MASK.

IT'S A MUZZLE.

MIKE PIAZZA
CATCHER, LA DOGERS

YOU TAKE. YOU STEAL.

YOU SLUG. YOU CRUSH.

YOU HIT AND RUN.

YOU TRY TO BEAT THE HEAT.

AND AT THE END OF IT ALL
SOME GUY IN A MASK
TRIES TO TAKE YOU DOWN
TO PROTECT HIS HOME.

WELCOME TO
AMERICA'S PASTIME.



ALL THE STADIUMS! ALL THE TEAMS INCLUDING
2 NEW EXPANSION TEAMS! ALL IN 3D!



FAST-PACED ACTION, SWITCH FROM TRUE
SIMULATION TO ARCADE GAME PLAY WITH
TONS OF HIDDEN SECRETS!

C PIAZZA									
Statistics					MIKE PIAZZA				
AVG	.301	R	122	68	13				
HR	48	AB	505	53	17				
RBI	124	BB	52	16	1				
SB	8	H	304	2	97				
W	0	IP	0	0	0				
L	0	SV	0	0	0				
ERA	0.0	GS	0	0	0				
K	0	ERA	0.0	0	0				
					ERA	0.0	W	0	0
					W	0	L	0	0

EXHIBITION, FULL-SEASON, ALL-STAR, WORLD
SERIES AND HOME RUN BERRY PLAY MODES.



ULTRA-REALISTIC CONDITIONS AND
PERFORMANCE. GRASS AND TURF DAY AND NIGHT
GAMES. RAIN OR SHINE. REAL FAN INTERACTION.

MIKE PIAZZA'S

STRIKE
ZONE

DIG IN.



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WWF WARZONE

SYSTEM: PLAYSTATION, N64

PUBLISHER: ACCLAIM

DEVELOPER: SCULPTURED

RELEASE DATE: SUMMER

IT'S WRESTLING...

HIT 'EM WITH A CHAIR!



A four-on-four bout is a sure fire way to settle any scores you may have with friends.

Trying to topple TH-Q from the wrestling throne, Acclaim is all set to wow N64 and PlayStation owners with *WWF Warzone*. The N64 version promises to be a real treat for wrestling fans with four player rumble matches (Royal Rumble and Gauntlet modes are exclusive to the system) and some very clean motion captured polygonal fighters. Other features include the manual control of the camera, but the most unique feature within the game is the ability to use props to damage opponents. Therefore, if you want to heighten the drama, you can smash a prop over your opponent's head while he's attempting to crawl away. Now how's that for fair and balanced gameplay?

The PlayStation version's only real edge over the N64 port is the use of FMVs and real audio tracks to present the players when they begin a match. This should add a layer of realism to the action and draw the player into the action right off the bat. Look for both games to hit the stores sometime during the second or third quarter.



WWF fans will no doubt be pleased by all the real wrestlers that Acclaim has licensed to appear in the game.



Opponents have a way of working out all those kicks in hard to reach places.



You can create your own customized wrestler as your spend-acquiring after-eggs.



There's only one word to describe this picture: SASSY!

RASCAL

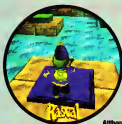
SYSTEM: PLAYSTATION

PUBLISHER: PSYGNOSIS

DEVELOPER: PSYGNOSIS

RELEASE DATE: MAY

HE'S A WASCALLY, UH... RASCAL.



Although you can swim in some places, this level requires very careful jumping skills.

Psygnosis has spent quite a long time tweaking and refining *Rascal*. At this stage of development, and it's nearly finished, the game is showing a lot of promise. Clearly, Psygnosis is trying to approach the same territory covered in *Mario 64*. The character, however, seems to be aimed at a younger audience.

With platform adventures like this, it's usually a fight to balance graphics, gameplay and character design. In the first two areas, Psygnosis seems to have done its job. Like *Mario 64*, the game is all about exploration, and more specifically, opening up new areas to explore, using keys and doors. The graphics are stunning — high frame rates, great special effects and smooth character animations. *Rascal* himself, though, looks like the product of five thousand focus groups, diluted down to the most generic game character ever conceived — Kid with Attitude in Baseball Cap. Wow, the imagination can be bogged! If the gameplay lives up to early promise though, the character might be forgivable.



Although the heart looks easy to leap at, camera angles switch when you move and it gets confusing.



The bridges are hard to see, never mind cross, in the dark rooms.



Indiana Jones-style levels are pretty common. Yes, avoid the logs.



That blue statue on the right is about to fall on your head. Trend lightly.

BATMAN & ROBIN

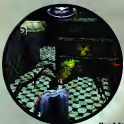
SYSTEM: PLAYSTATION

PUBLISHER: ACCLAIM

DEVELOPER: PHOEBE

RELEASE DATE: MAY

FIGHT CRIME AND CRUISE GOTHAM ON FRIDAY NIGHT



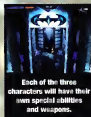
Hand-to-hand combat won't cause a change in camera perspective, but power bars indicate the status of the enemy you're fighting.

Acclaim's big licensed game has once again been delayed, but the reasons for doing so may result in one of the more impressive-looking PlayStation action games in a long time. *Batman & Robin* allows the player to command any of three different characters (Batgirl, Robin, or Batman) on a mission to protect a massive virtual Gotham City from evil. The unlimited amount of freedom also gives the player the

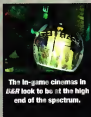
chance to use any vehicle in the arsenal to cruise the streets, looking for wrongdoing, but the real challenge of the game is the internal time clock. This feature enables various preset incidents to occur during the game which the player may or may not be able to participate in, depending on where it's going down. With *Tomb Raider*-like puzzles in all different parts of Gotham City, as well as enemy combat that gives the player the option either to duke it out upclose or from a distance with patented Bat missiles, and some of the crispest motion capture work ever seen on the PlayStation, *Batman & Robin* may be Acclaim's top notch title of the year for the system.



The Batmobile is only one way to explore Gotham City, but let it be known that "the chicks dig it" the most.



Each of the three characters will have their own special abilities and weapons.



The in-game cinematic in *Batman & Robin* look to be at the high end of the spectrum.



The motion capture in the game makes for incredibly realistic character actions.

M1 TANK PLATOON II

SYSTEM: PC

PUBLISHER: MICROPROSE

DEVELOPER: MICROPROSE

RELEASE DATE: SUMMER

NOW, YOU TOO, CAN BE HELL ON WHEELS!



Your platoon is camouflaged to blend into the environment.

The M1A1 Abrahams Main Battle Tank is the most sophisticated tank in United States arsenal. Unless you're Arnold Schwarzenegger, you probably can't afford a tank, but you can command one in *M1 Tank Platoon II*.

M1 Tank Platoon II is unique, because it lets you take on the role of platoon commander or assume the responsibility of any of the crew inside the tank. As platoon commander, you coordinate and direct the movements of a group of tanks against hostile forces. You can also take direct control of any individual tank under your command and assume the roles of commander, gunner or driver. Each seat in the tank displays the same interface a real soldier would see. You have all the control over your virtual tank that you would in the field. *M1 Tank Platoon II* also boasts some impressive graphics, with 3Dfx and Direct 3D support.

The goal for sequel is to provide a more mature, complete experience, so military sim fans and fans of the first *Tank Platoon* are in for a pleasant surprise when they climb into *M1 Tank Platoon II*.



You can call in an air strike to soften up a target before moving in.



Careful planning and strategy are just as important as a gunner with good aim.



The Abrahams is also good for a trip into town to pick up some milk at the market.



The A-10 Tank Killer is your friend. Call him in to kill off the enemy's tanks.

WARGAMES

SYSTEMS: PLAYSTATION

PUBLISHERS: MGM INTERACTIVE

DEVELOPERS: INTERACTIVE STUDIOS

RELEASE DATE: SUMMER

Way back in the 1980's, the world was afraid of a nuclear winter, the Evil Empire, computer hackers, and super computers run amok. The movie *War Games* brought these fears together in the story of a computer savvy high school kid who hacks a government computer looking for the latest videogame, and nearly starts a global thermonuclear war instead.

Now that 80's flick has spawned a promising new PlayStation action/strategy title from MGM Interactive named, surprisingly, *WarGames: Defcon 1*. The story is set 20 years after the movie and that notorious computer, the WOPR, has decided that the best way to end war is to exterminate humanity. The player can choose to protect Mom and apple pie by commanding NORAD's conventional forces, or go the route of global genocide by joining up with The WOPR, and sending robotic, futuristic forces into the fray.

Science fiction clichés aside, *WarGames* is easily the most interesting strategy game coming out for the PlayStation. Rather than ordering around hordes of little units and managing resources, the player commands a battle group of eight units with a game view similar to EA's *Nuclear Strike*. A simplified command scheme allows you to order units to patrol, defend or attack targets. What's truly unique is that the player can actually take control of any of the eight units directly and dish out the carnage personally. Combat takes place in alpine, jungle, desert, and urbane environments, each with its own strategic disadvantages. One of the pitfalls many strategy games fall into is a disregard for the effects of environment, but *WarGames*'s creative team hasn't overlooked the possibilities here.

The most interesting feature of the game is its two player mode. *WarGames* takes a truly non-traditional approach and



A NORAD chopper and a WOPR MK4 walker go head to head.

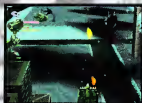
CAN AN '80S MOVIE MAKE A GOOD GAME? YES!



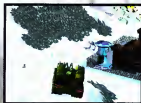
Heated battles can cause considerable collateral damage in the urbane settings.



NORAD's forces are conventional! APCs, jeeps, tanks, and rocket carriers.



The split screen action is a most exciting feature, with a unique layout and great game play.



Tracked vehicles and The WOPR's walkers have a distinct advantage in the arctic.



The helicopter is one of your most useful assets in *WarGames*.

spits the view diagonally, providing a better view of your interface and battlefield. Players will be tempted to use WOPR's forces, only because a certain unit looks like it came from a well known George Lucas film. Despite the battle group strategy element, the two player game feels a lot like *Ratsum Fire*, with the added element of being able to call in reinforcements.

WarGames: Defcon 1 shows a lot of promise as both an action game and a strategy title. MGM Interactive seems to be on the right track, balancing the fun of a strategy game with the desires of most console gamers.



Each player gets a distinct view of the battlefield in two player mode.



Controlling this bridge is essential to succeeding in this mission.



Quick! Destroy all those trees before we lose our only mobility to their null planes!



Isn't that an Imperial Walker? Where are those many Ewoks now that we really need them?

WARGAMES

ROAD RASH 3D

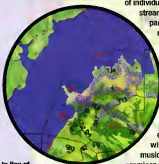
SYSTEM: PLAYSTATION

PUBLISHER: EA

DEVELOPER: EA

RELEASE DATE: SUMMER

HIGH SPEED DRIVING WITH WEAPONS - IT'S THE ONLY WAY TO COMMUTE!



In lieu of separate tracks, *Road Rash 3D* features a maze of interconnected roads in which tracks will be marked off.

A perennial favorite during the 16-bit era, *Road Rash*'s only appearances to date on next generation consoles have been a satisfying 300 version and an uninspired PlayStation rehash. Hoping to revive the series, Electronic Arts has developed a new 3D engine for *Road Rash 3D* which updates the classic gameplay with new

features and modern polygonal graphics.

Technologically, *Road Rash 3D* offers a more complete 3D world consisting of more than 150 kilometers of interconnected roads instead of a series of individual tracks. The constantly streaming 3D world presents a panoramic view of the environment to the player for a more convincing and realistic 3D experience. The bikers are all motion captured and the game also features a realistic physics model which will challenge the player to execute more life-like maneuvers in reaction to curves, banks and even the combat. The game will also stream licensed digital music during gameplay, which EA promises will feature more variety than that found in the previous PlayStation *Road Rash* game.

In addition to the track structure change in *Road Rash 3D*, the new game will also feature four distinct gangs (the Desades, Dawleys, Kaffe Boys, and Techgeists) from which the player may select a biker. Each gang has a different personality, type of bike, fighting style, weapons, and favored racing terrain. There are three game modes to select from as well. Time Trials allows multiple players to compete for the best time on a



The cops are more concerned with speeding and skull-bashing than protecting the neighborhood liquor store!



The tracks in *Road Rash 3D* offer a nice variety of city and cross country racing.



Maintaining control of your bike is a new challenge during the combat portions of the game.



Graphics have improved over the last PlayStation version, or any of EA's *Road for Speed* series, for that matter.



Innocent civilians (card-carrying members of the Anti Destruction League, we say!) still impede your progress.

given track; Thrash mode is a pure arcade mode where the gameplay emphasis is more on the combat; and the Big Game, where players battle rival gangs for cash and glory.

The playable preview version that UGP got to try out indicates that *Road Rash 3D* still has some

technical questions to iron out, but at its core, the game seems to have nailed the classic gameplay and fun that endeared the original to its fans.



Each gang favors a different type of bike with distinct capabilities and weaknesses.



Fat tires are taken to the extreme - is this guy riding a bike or a two-wheeled Jeep?



Analog control hasn't been confirmed, but the digital control is better than most.



Players will be able to venture a decent distance off the road.



UNREAL

SYSTEM: PC

PUBLISHER: GT INTERACTIVE

DEVELOPER: EPIC MEGAGAMES

RELEASE DATE: END QTR 1998

From *Doom* through *Quake*, the first name in first-person shooters has traditionally been Id Software. However, the unpolished nature of the gameplay in the recently released *Quake 2* has left the door open for competitors to seriously challenge Id's market dominance for the first time in years. GT Interactive's *Unreal* looks to be the game that gives *Quake 2* a run for its money.

Unreal is a pure first-person shooter, the type of game that often gets labeled as a *Doom* clone. What separates *Unreal* from the crowd of *Quake* wannabes are the game's graphics and gameplay engine. The game looks to set a new standard by outperforming the graphically excellent *Quake 2*.

UNREAL LOOKS TO HAVE IO QUAKIN' IN ITS BOOTS

Unreal features vast, diverse 3D environments populated by highly detailed polygonal enemies. Effects like bilinear texture smoothing and random fractal generation result in amazingly sharp and realistic graphics, while the enemies (each featuring more than 300 frames of animation) move with startling fluidity. The 3D accelerated version of the game features beautiful dynamic lighting effects, but the software version is still impressive.

Gameplay revolves around landing on a strange alien world (the 'Bermuda Triangle' of space) and exploring and fighting your way off the dangerous planet. As is often the case in first-person shooters, the story is pretty much superfluous. What matters is *Unreal*'s highly refined gameplay and its superb computer AI. There is little of the gameplay glitches (i.e. sticky walls) that populate the seemingly rushed *Quake 2*.

The enemy AI in the game was created by Steven Poige, who is responsible for the famous *Quake* Reaper Bots add-on. The resulting computer enemies are cunning, utilize diverse strategies and employ objects for cover. The effect is the closest



Unreal ups the ante on *Quake 2* with better graphics, superior AI, and innovative gameplay elements.



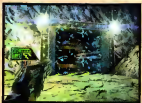
Unreal's dynamic lighting effects make for some of the most spectacular visuals in a game to date.



The computer AI is superb with enemies capable of dodging and countering a number of attack strategies.



As this side-by-side comparison reveals, the software version of *Unreal* (left)...



...compares rather favorably with the 3D accelerated version of the game (right).

Environmental components like fire and water are fractally generated for an unprecedented level of realism.



Quake 2 was the graphics standard. *Unreal* sets a new standard.



A variety of 3D environments offers a wide array of challenges and experiences.



Weapons offer two separate firing modes for the ultimate in splattering action.



'Look, it's a friendly little alien space cow (Mmm... Space Cow Burgers...)'

thing to playing a human opponent yet seen in this type of game.

Multiplayer action promises to be as compelling as *Quake 2*, but innovative touches, like the ability to play dead and weapons with dual fire modes (i.e. more accurate or more powerful), promise a refreshing new flavor to the gameplay. Considering all the game's features and

the high level at which the game is executed, it is not beyond reason to say that, in the near future, a new first-person shooter might be referred to as an *Unreal*-clone.





The ROAD RASH™ Blood Drive

“JOIN US IN THE RACE TO GIVE BLOOD.”

—Peter Plasma



**A wreck like this can
save up to six people!**

RACING + COMBAT = DONATIONS!

*To finish this vital equation, we need your help.
By engaging in combat at extremely high speeds,
you'll send relief to the people who need it most.*



“I'm a quart low.”



“Hemoglobin please!”

ROAD RASH™ 3D

*It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world.
And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.*

www.roadrash.com ELECTRONIC ARTS™



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1080 DEGREE SNOWBOARDING

SYSTEM: NINTENDO 64
PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
RELEASE DATE: SUMMER

Winter is but a distant memory, and the Nagano Olympics have come and gone. Perhaps that great sporting event whetted your appetite for some snowboard fun? Nintendo seems to think so, and to prove it, has unveiled the greatest simulation of the sport to date.

One advantage Nintendo has immediately over competing consoles is the controller. The Nintendo analog stick was made for this kind of game. A little twitch to adjust your line, a full tilt to carve a turn. It all feels so perfect. We were lucky enough to see and play this game, both at last year's Shoshinkai show in Tokyo and recently at Nintendo's US Gamer's Day and yes, we know they didn't invite any of you guys.

1080 Degree Snowboarding takes its rather unwieldy name from a massive spin that can be accomplished (given big enough air and skill) on a snowboard. Skateboarders can only manage 720 degrees, unless they jump off a building.

1080 was designed by a British programmer living in Japan, but most of the programming team worked on *WaveRace* previously. You may be interested to know that the designer (Giles) programmed the moveable head on the title screen of *Super Mario 64*. Or, you may not be interested. Who knows?

1080 is a pretty conventional race game, with split screen two player mode, as well as a fun half-pipe section, but the attention to detail and sheer speed of the game, lift it high above an insanely crowded race game field.

Cool touches, such as realistic snow trails behind boards, and 'Goofy' or normal footstance options will appeal to hard core

HAVERACE AGAIN, BUT COLDER AND STEEPER...



The boards are not 'glued' to the slope, and carving snow is a realistic process and a necessary one.



As you can see from the screenshot, Nintendo has added atmospheric lighting to the game, so you're not blinded and bored by constant whiteness.



This replay shot shows the detail on the characters' bodies, as well as the incredible speed of play.



The glow of the sun through the snow storm is one of the most realistic lighting effects we've ever seen.



Kensuke is kind of a bad-ass, but his unconventional style makes him a formidable boarder.



The tunnel not only looks cool, but makes a narrow passing lane — a collision looks pretty certain.

snowboarders. Differing snow types (powder, ice, etc.) affect your boarder's performance on the slopes.

A graphical tour de force, *1080* is also, even at this early stage, an incredibly playable piece of software. Expect it to repeat the success of *WaveRace 64* — and much more.



A nice relaxing nighttime snowboarding session helps relieve the stress of a hard day.



The two player mode provides the best possible combination of speed and visibility.



Choose a boarder! Analog control gives you the most realistic snowboarding available.



Nintendo has provided a half-pipe mode for those who're bored by plain racing.



TOMBA!

SYSTEM: PLAYSTATION

PUBLISHER: SCEA

DEVELOPER: WHOOPEE CAMP

RELEASE DATE: JULY

Now it's official! Sony Computer Entertainment has struck a deal with Japanese developer Whoopee Camp to bring over this wacky platform game. Last month, the entire industry called this game by a different name, names like *Ore Tomba*, *Tomba* (typo obviously), and our very own 'I am Tomba' were tossed around. While the producers agree that *I Am Tomba* is a superior name, they have decided to title the game *Tomba!* (the exclamation point means you have to say it loud).

REAL WEIRD NAME... REAL FUN GAME...

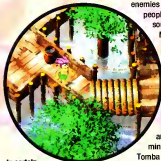
All name business aside, *Tomba!* comes from the mind of former Capcom game designer, Tokou Fujiwara, who was behind such classics as *Bionic Commando*, *Ghosts* and *Resident Evil*. He started up Whoopee Camp so he could have a chance to create completely different types of games. *Tomba!* fits firmly in the category of 'different'. The player takes control of a pink-haired jungle boy who roves around a polygonal world biting enemies and searching for different people's pants. While this may sound like a normal evening for Marv Albert, it struck us as an odd concept. However odd the game and its concept are, there is plenty of gameplay to back it up.

The missions change and, as Tomba learns new tricks from a monkey named Charles, he can venture to different areas of levels to pick up his minor friend's hat. Essentially, Tomba runs around his bizarre pink-mushroom jungle land meeting friends, biting evil pigs, and performing a collection of moves greater than that of any platform hero. Items like dash pants, a floating umbrella, a grappling hook, and the evil orange pig bag can all be picked up and used at various points throughout the game.

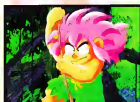
The end result of all this madness is a diverse, complex, and eminently



Using items like this umbrella add to the challenge and diversity of Tomba!



In certain areas, *Tomba!* resembles *Zelda*, as our hero wanders through towns, talking to people from an homeric perspective.



The snaggletoothed jungle boy with an appetite for pigs could be the PlayStation's next hero.



It's easy to finish that ham sandwich when you think of the pigs as evil, pitchfork-toting smart-asses!

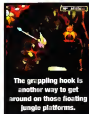


Mostly a 2D platformer, *Tomba!* does have areas where the third dimension is necessary.



The pig dances at the loading screen is almost a game in itself.

playable platform game that is welcome on the PlayStation no matter what they call it. So if you're a bit bored with standard gaming fare, why not try a little *Tomba*? You know what they say about variety...



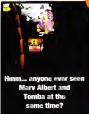
The grappling hook is another way to get around on those floating jungle platforms.



A What the hell is Tomba doing with Charles' pants?



Weird, detailed, and impressive character design throughout the game is a real plus.



Hmm... anyone ever seen Marv Albert and Tomba at the same time?



“FALSE”

The ball was dead the second it hit the umpire.
If you answered correctly then you obviously know
your baseball and are exactly the kind of fan we
made VR BASEBALL™'99 for. If you answered
incorrectly, don't worry, there are still plenty of
games with pretty lights and neat sounds for rookies
who are just starting to learn about baseball.

**CHECK OUT THE DEMO
AT WWW.VRSPORTS.COM**

VR BASEBALL™'99



Actual screen shot

VR Baseball™ '99. It's a smarter, more accurate baseball game created specifically for baseball enthusiasts like yourself. People who appreciate an AI smart enough to know that Kenny Lofton should score from 2nd on a gapper to the wall and that a pitcher should walk Mark McGwire with a base open and the game on the line. This isn't just another baseball game. This is baseball.

Detailed Player Animations and Motions for Collision

When Darin Erstad breaks up a double play and slides into second, you see the shortstop get knocked on his butt.

Quick-key Short Cuts

We've quickened the pace of baseball by adding a variety of quick-keys, short cuts, and an innovative menuless pitching interface. Pitch to nearly an infinite number of locations instantly or throw a Greg Maddux fastball without tipping your hand to your opponent.

True Attitude

From shattered bats to ball players diving to catch hard liners and talking smack on the field. It's all in here.

This is it. The baseball game for baseball purists. So, again, congratulations on passing our test. And now, to reward yourself, head over to your local video game store and pick up a copy of VR Baseball™ '99. Play what you've been missing.

Available April 1998.



Smarter AI really understands baseball. Cecil Fielder doesn't bunt, pitchers are pulled when they get shelled, and fielders are strategically shifted.



A "smart camera" always selects the best angle for gameplay in real time. You'll see the players, even the outfielders, up close and in full detail as you make the play. So now when players like Derek Jeter stab a line drive, you'll be right on top of the action.



Fliedging Practice and Homerun Challenge™ – two bonus arcade style games. See what it's like to make a diving catch through the eyes of Jim Edmonds, or challenge guys like Tino Martinez and get your name up on the leader board in the Homerun Challenge™.



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OUTWARS

SYSTEM: PC

PUBLISHER: MICROSOFT

DEVELOPER: SINGLETRAC

RELEASE DATE: END OF 1998

DID ANYONE PACK THE BUG SPRAY?



The rocket pack adds the element of vertical gameplay to the traditionally horizontal playfield-bound 3D action genre.

The latest project from SingleTrac, *Outwars* is a 3D action game set around the classic storyline of humans battling aliens in order to save the universe.

While the storyline may not be the most original, *Outwars* incorporates a number of innovative gameplay elements. The primary feature of note in *Outwars* is the rocket/jet pack. The ability to fly within the massive 3D environments has allowed the designers to change the fundamentals of level design.

Mission objectives are now key, and careful consideration must be made on how exactly to equip yourself for particular types of missions.

Microsoft promises that computer AI development is a priority for *Outwars*, but considering the exciting new parameters that will apparently be added to the first-person shooter genre (third-person view is available), it will be the cooperative, flag capture, and deathmatch multiplayer modes that will be most eagerly anticipated by PC gamers.



Rocket-packed space troopers battle an alien insect force in *Starship Troopers: Ops, Outwars*.



The game's environments range from outwars and planet-sized hivers to 'in ice world.'



Players have many weapons, but must keep mission objectives in mind when suiting up.



Apparently, when all else fails, nuddy is the deadliest of all weapons.

RETURN FIRE II

SYSTEM: PLAYSTATION

PUBLISHER: MEN INTERACTIVE

DEVELOPER: PROLIFIC PUBLISHING

RELEASE DATE: JULY

AFTER ALL, WHAT'S MORE FUN THAN WAR?



The Army sometimes uses huge, green trucks, just like this one!

The original *Return Fire* first appeared on the 3DO, where it was perhaps the system's best game. The same game appeared on the PlayStation and while it was still an enjoyable game, the graphics weren't up to par with other PlayStation titles.

The developers at Prolific Publishing are now preparing *Return Fire II*, an action-strategy game that has beefed-up graphics and gameplay. The perspective and camera movement has changed dramatically from the original to showcase the new all 3D engine. Now the vehicles appear much larger and the action is more in your face. There are now eight different vehicles to control, including choppers, jump jets, armored support vehicles, FT boats, aircraft carriers, and tanks. The addition of jets and water vehicles dramatically changes the complexion of the game. Now battles are going to wage on land, air, and sea, but the focus of the game is still capture the flag with armored vehicles.

The two-player game is sure to be just as much fun as the original and the extra time the developers are spending on one-player missions could make *Return Fire II* one of the sleeper titles this year.



The explosions are incredible and the air to land battles are always a hoot.



Real 3D landscapes and vehicles are a dramatic change from the original.



The new third-person view lends itself to a more exciting one-player game.



We worry that the closer camera won't work as well in the two-player showdown.

SAGA FRONTIER

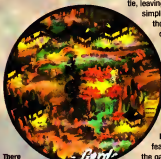
SYSTEM: PLAYSTATION

PUBLISHER: SCA

DEVELOPER: SQUARESOFT

RELEASE DATE: MARCH/APRIL

SQUARE'S SAGA REARS ITS HEAD ON THE PLAYSTATION



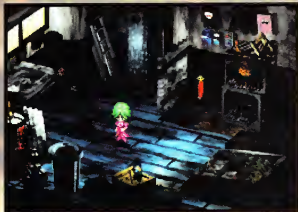
There are tons of towns to explore, but some of them are only accessible after completing certain missions.

Under Square's watchful tutelage, Sony is bringing the fourth installation in the formerly Nintendo-only *SaGa* series to the PlayStation. With highly detailed prerendered backgrounds, *SaGa Frontier* creates a very interesting visual presentation, incorporating sprite-based characters into the game. The result resembles more of an upgraded 16-bit game rather than a true 32-bit title,

which may be a welcome change for those longing for a traditional-looking RPG.

The game itself concentrates mainly on the multiple uses of varying skills and magic spells in battle, leaving the story as more of a simple backbone. The player has the ability to choose which type of magic their characters will wield by acquiring certain kinds of spells from shops in different towns. Magic is paired in various towns, wherein the player can only choose one of the two types for their character (i.e. if you pick Light magic, you cannot learn Shadow magic). This feature keeps the action within the game varied and allows for a wide array of attacks during battle.

Another point of emphasis within the game is the weight given to the amount of characters within a player's party. You can have up to 15 interchangeable characters in your party that you can swap and switch during a long fight, allowing you to form back up defenses when the primary party has been irreversibly weakened. *SaGa Frontier* also harbors a multitude of somewhat hidden characters that you'll have to actively seek out in order to stock your party to the limit.



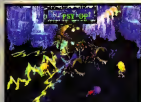
The small sprite-based characters make an interesting contrast against the intricately detailed backgrounds.



Traveling between locations requires the use of vehicles like this one, that are boarded from the town port.



You'll need to beat up all your characters before taking on some of the bosses in this game.



Your most important resource is learning the appropriate spells for each enemy encounter.



While there aren't many buildings open for exploration, each one is painstakingly illustrated.

The most unique feature of *SaGa Frontier*, though, is the ability to play as any of six different characters. Each one has their own separate storyline and mission to complete. You'll be able to go through the game as anything from an unwilling half-Mystic to a powerful robot. The outcome of each character's

story will bear no weight on how the other character's games will be played, which is kind of strange, but gives *SaGa Frontier* an unparalleled amount of replay value. The amount of time to complete each story varies between 15 to 30 hours,

depending on how intense your search is to find hidden characters or spells. RPG fans shouldn't be disappointed when *SaGa Frontier* hits the store shelves. It promises to add a new dimension to Square's RPG lineup.



Like *Chronotiger*, you confront enemies instead of stumbling into a random battle.



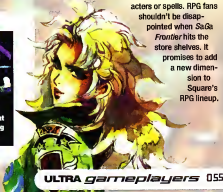
Towns are littered with potential party members.



The amount of items available is massive, so you'll have to fight a lot to afford them all.



Abilities, such as Assist, are important to learn before going into a long battle.



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can play at once!
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1-2 Players



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burp and puke,
it's just more fun to
do it together.

RAMPAGE
WORLD TOUR

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REVIEWS

INSIDE THE SCOREBOX

- GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**
- MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**
- SOUND EFFECTS** Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**
- INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**
- BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**
- DEPTH** Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**
- EXTRAS** Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**
- PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**
- INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**
- RATING** The total sum of all the categories, divided by 23.

ULTRA AWARD
ONLY THE BEST
PASS THIS TEST!



THE RATING

The system is the result of hours of gameplay and endless toil, resulting in the most in-depth (and, uh... really complex) rating in the industry.

1.0 EXTRAORDINARY

9.0-9.9 ULTRA

8.0-8.9 VERY GOOD

7.0-7.9 GOOD

6.0-6.9 AVERAGE

5.0-5.9 LACKING

4.0-4.9 SERIOUSLY FLAWED

0.0-3.9 ACK! FLOODS!!!

OK, we're back from lunch! Sorry it took a little bit longer than we thought. Hey, what are all these games on our desks? They're new? What the... What do you mean, it's April?!! We were gone a month? OK, that's the last time we let Roger drive... Sheesh!

	AEROBAUGE ASSAULT More fun than The George D. Bell!	087
	ATARI COLLECTION 2 Not, they could have called it Atari Collection Also...	072
	BEAST WARS TRANSFORMERS What our Dragons look like after a school!	084
	CARNAGEDDON SPLAT PACK Wherever known on BB's camera...	075
	GEX: ENTER THE GECKO We kept another secret game...	058
	GRAND THEFT AUTO What Roger used to do before getting this job...	070
	JEOPARDY! You mean I have to write this in the form of a question?	075
	JOURNEYMAN PROJECT 3 No, you don't have to pretend to be Steve Perry... Where!	073
	MICRO MACHINES V3 Hey! No one takes!	075
	NAGANO WINTER OLYMPICS You won't find 50 million commercials in here!	065
	NEHEMIAH HAAS RACING For a faster wheel!	086
	QUAKE 64 Actually, it's the 7.8 and bigger quakes we worry about...	060
	RAMPAGE WORLD TOUR What! It's the working with Bill on a Monday...	082
	WINTER HEAT The electric company owns my soul!	068
	X-MEN: COTA Where we learn what kind of cheese actually really like!	074

REVIEW
PLAYSTATION

プレイステーション



GEX: ENTER THE GECKO

GAMING'S MOST FAMOUS GECKO LANDS A LITTLE MORE THAN SOME 3D TAIL

Even with the growing number of companies in the videogame business that are trying their collective hand at programming and releasing 3D platformers, the genre is still relatively thin. With only a handful of titles out on the market, it's still a fairly young category with very little basis upon which to create a solid formula for making these types of games.

The most basic features that every platformer, 3D or otherwise, rely on are the lightness and responsiveness of its controls. In attempting to address these issues, the past challenges for game developers working on 2D titles were level design and enemy interaction, but when the game is thrown into a 3D environment, a whole new type of obstacle can affect gameplay: camera angles. No longer can we rely on the fixed perspective of sidescrollers

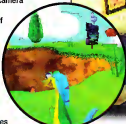
(Castlevania) or the automated viewing range of 2 1/2 D platformers (Pandemonium, Klorox). The freedom that a true 3D platformer promises doesn't always accommodate for the snags that you're guaranteed to run into trying to navigate open levels with unlimited amount of directions. How does the camera keep up with you? It doesn't always, and if it does, it's sure to

Each level will have its own distinct look to match the TV show or movie it's mimicking.

get skewed at some weird angle that makes character movement awkward and navigation a real chore. Who wants to concentrate so much



Completing enough levels rewards you with enough remotes to unlock the boss level for each area.



Textures and water effects are gorgeous in Gex, but make sure to keep a handle on that manual camera!



effort on camera angles? Is this why you play a game? Or even better, why am I rattling on about this? Simply because this is one of the main hurdles that must be overcome (or even better, obliterated) before 3D platformers can ever be perfected. And when that perfection is achieved, a solid formula for making them consistently fun will be discovered. Until then, each game is simply a learning experience.

Gex 2: Enter the Gecko (yes, I'm finally getting to the game!) attempts to address some of these issues. Not only are the level designs interesting, but they're arranged in a way that gives the game a less linear feel. Each level has multiple goals

that are located in groups throughout a main game area in which the player gets to choose which level he wants to visit next. In this aspect, the structure is similar to Crash 2, but the varying missions for each level and the clever rewards that are given to players completing certain requirements (acquiring 'hidden' or 'reward' remotes) mix up the progression to make the experience a little more interesting. Camera angles, though somewhat problematic, do have settings that give the player a choice over Manual, Semi-Automatic, and Automatic modes. While none of the modes seem to drastically alter or improve camera-addled gameplay, by including the option, Crystal Dynamics is at least attempting to tackle the problem.

The biggest draw to Gex 2 is the humor element. Comedian Dana

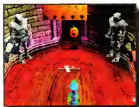
1 Tailwhacking will get you precious items to collect. 2 The Kung Fu levels are definitely a visual treat. 3 Various areas and levels require you to collect a certain amount of remotes in order to proceed further. 4 Gex 2 includes all the classic platformer obstacles and items, such as this super-jump trampoline disguised as a flower.



FASHION VICTIM

So many levels, so many outfits! Ever the, uh... clothes horse(?), Gex models everything from Stormtrooper armor to karate gear in true comedic style. What more can we say, except that he's always dressed to kill (ouch!)... or be

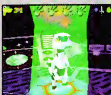
killed, that is. Why the hell are we getting all crazy with the clothing here? He's a gecko lizard! They sit in the sun and eat bugs! They don't wear clothes! Why is a lizard wearing a kung fu suit?!? ACK! ACK! ACK!!



Gecko-boy will start off every new level with a different quip. The reference to MTV's 'Real World' is most appreciated.

Gould is back to inject some personality into Gex, but this time around he has a 'voice' meter for those less likely to giggle at the lizard's steady stream of one-liners. But added with the often hilarious (i.e. Gilligex Island, Pre-History Channel, Honey I Shrank the Gecko, etc.) 'theme' levels and the pure pop culture parody, *Gex 2* creates an extremely entertaining world. Visually, the game is also impressive, with cleverly designed enemies and humorous bosses. But even with impressive graphics, wacky character animations and some pretty lighting effects, gameplay is still essentially the bottom line for judging any game. And while this is definitely a generous step up from former titles in the genre, Gex is still trying to find his 3D bearings.

FRANCESCA REYES



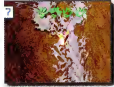
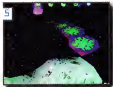
Somebody tell me where to find Wedge!



The prehistoric look suits Gex well.



Kung-fu fighting requires some dapper duds.



1 You'll be required to use different resources in order to survive. 2 Little details, like being able to smash through glass windows, make *Gex 2*'s environments highly interactive. 3 With a ton of levels and bonus rooms (not to mention secret stages), *Gex 2* is no one-nighter. 4 The objectives for each level can sometimes require a different path to be traveled from the outset. 5 The shaky camera system seems somewhat slow at times, making movement difficult. 6 The zoom-in angle that places the camera directly behind Gex can only be activated by pressing a certain button and functions similarly to the *Tomb Raider*'s 'first person' mode. 7 Gex is still able to climb certain walls as well as receive the flame powerup.

ALTERNATIVES

Croc 8.0
Mystical Ninja 7.0
Super Mario 64 7.0

THE LINE

AUDIO & VIDEO

GRAPHICS	9
MUSIC	7
SOUND EFFECTS	8

GAMEPLAY

INTERACTION	6
BALANCE	9
DEPTH	9

SPECIAL

EXTRAS	8
PRESENTATION	9
INNOVATION	7

RATING

8.0

REVIEW

NINTENDO 64



プレイステーション



QUAKE 64

PC FUN FOR THE N64 - AND WE DON'T MEAN POLITICALLY CORRECT

Considering Nintendo's history of censoring gratuitous violence in games for its systems, it does the heart good to see that *Quake* has made the transition to the N64 with its blood and gore intact.

Quake 64 pretty much lives up to the reputation established by the PC game as the biggest, baddest, and best first-person shooter around (with the exception of *Quake 2*, of course). Anyone who is at all familiar with the PC version will

instantly recognize *Quake 64* as a straight port, and the one player gaming experience is as entertaining. There are a few minor omissions on some levels (missing secrets/rooms), but they are negligible and only the true *Quake* purist will notice or complain. As for the ever important multiplayer mode, it is limited to two players via a functional split screen. Four player deathmatches would have been nice, but would have invariably

resulted in lower frame-rates.

The game's graphics still have that 'anti-alias happy' look that plague many N64 games, but it is toned down enough in *Quake 64* so that it isn't overly irritating. Frame-rate moves at a nice clip, which results in an overall smoothness in motion that is marked improvement over other PC to N64 ports like *Hexen 64*, and *Duke Nukem 64*. N64 games have always been plagued with a limited variety in textures, but *Quake* never boasted much variety in textures, so the overall visuals are a decent facsimile of the original.

Lighting effects are credibly recreated in the game, but transparencies are noticeably absent.

Perhaps the biggest problem with *Quake 64* is controlling the game utilizing the awkwardly designed N64 controller. Novice players who utilize auto-aim and employ a more stationary play-style will complain the least, but advanced players will be longing for a keyboard and mouse. Even after settling for the least irritating control setting, most players will find the control overly sensitive and lacking in precision.

If all you've got is an



The intensity of *Quake*'s unique brand of first-person combat makes the transition to the N64 unscathed.



Just exactly how do these things manage to fly? They don't even have arms or legs, let alone wings!

N64, *Quake 64* is certainly worth getting if for no other purpose than seeing what you've been missing on the PC.

● ROGER BURCHILL

ALTERNATIVES

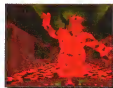
Jedi Knight 7.4

Quake 2 9.0

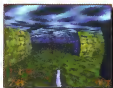
Turok: Dinosaur Hunter 6.3



Distracting his enemy with a 'Prettiest Monster' tiara, our hero prepares to administer a rocket enemy.



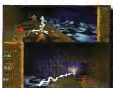
Giant lava demons from Hell — something tells me we're not in Kansas anymore, Toto.



This 'Bill after one too many beers' wavy effect is utilized while underwater.



It's no 3Dfx accelerated PC game, but the lighting effects in *Quake 64* are nicely done.



The two-player mode offers a small taste of the *Quake* death-match experience.

THE LINE

● AUDIO & VIDEO

GRAPHICS	8
MUSIC	N/A
SOUND EFFECTS	7

● GAMEPLAY

INTERACTION	7
BALANCE	9
DEPTH	9

● SPECIAL

EXTRAS	6
PRESENTATION	6
INNOVATION	6

RATING

7.8

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Immerse yourself in seven unbelievable fantasy worlds and take on a marauding metallic battalion of mechanized death machines with your weapon-packed, futuristic assault vehicle. The Shadow Master, an evil overlord, has gone completely mad, and he will stop at nothing less than total genocide of

anything organic. Through 18 punishing levels, and an endless barrage of spectacular explosive firepower and amazing lighting effects, you must track the Shadow Master down and make scrap metal of him and his lethal robotic creatures. **Shadow Master, the ultimate fantasy shooter.**



REVIEW

NINTENDO



ニンテントウ64



RAMPAGE WORLD TOUR

THERE'S NOTHING QUITE AS SATISFYING AS EATING A POLICEMAN FOR BREAKFAST

Well, it was only a short while ago that Midway released *Rampage World Tour* on the PlayStation to a lukewarm reception. Now, it's given the updated 80's game the 64-bit treatment, and somewhat surprisingly, it's resulted in a better game.

Everything Midway did for the PlayStation is included in the N64 version. The graphics are vastly

RAMPAGE

WORLD TOUR



Ralph, Lizzy and George, together again for a night on the town.

improved, there are more animations, and more destructive moves, but it's still the same old *Rampage* many of us know from our youth. *Rampage* for PlayStation was not a very good game, so why is the N64 version better? Well, there's an ephemeral sense of fun to the N64 version that's hard to nail down, and then there's the three player mode.

Game control is accomplished with either the D-Pad or the analog stick, and while the analog stick is really emulating digital control, it somehow feels more 'arcade' like to play with the stick. *Rampage* is also rumble pack compatible, and believe it or not, that makes a difference. Smashing buildings, getting shocked by neon signs, or shot by cops all elicit a vibratory response and provides entertaining feedback while you play.

The big leap *Rampage World*



Edible soldiers love the smell of napalm in the morning, but it's not so good for your health bar.

Tour took in the move to 64-bit was the addition of a third player for some serious multiplayer mayhem. Now, you can have George, Lizzy and Ralph causing trouble in Peoria at the same time, just like in the arcade.

Unfortunately, *Rampage World Tour* 64 still suffers from one major problem that the PlayStation version had, it's an expensive retreat without much in the way of real progress. Still, *Rampage* fans are going to like this version the best and the three player mode is definitely worth a try.

So, if you've ever had one of those days where it felt like the whole world was gangling up on you, why not slap a *Rampage* CD into your game console and get some much needed revenge? You'll feel better for it.

• RICK SANCHEZ



Knock the helicopters out quick, or they'll either shoot you off the building or send you running to the ground.



Dirty Scumbabs sends its blimp to spy on you... a one-two punch ought to take care of that.



One way to take out a building is to bounce, bounce, bounce your way to a demolished tomorrow.



Nothing puts a crimp in a monster's style like a bad case of hot foot.

THE LINE

• AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	6

• GAMEPLAY

INTERACTION	9
BALANCE	5
DEPTH	6

• SPECIAL

EXTRAS	6
PRESENTATION	6
INNOVATION	2

RATING

6.5

ALTERNATIVES

Blast Corps	6.0
Frogger	2.4
Robotron: 64	8.3

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Day 42. The standoff continues. Suspect presumed paranoid. Has been known to roam dungeons and consort with bandits and sprites in *Shining Force III*. Believed to be mutilating and blowing heads off zombies in *House of the Dead*. Purported member of *Panzer Dragoon Saga* cult, which claims that ancient, morphing "dragon friend" holds the key to salvation from evil. Approach with extreme caution: suspect known to use thumbs when threatened.

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REVIEW

PLAYSTATION



プレイステーション



BEAST WARS TRANSFORMERS

RECIPE FOR DISASTER

Well, if you're hankerin' for a lousy game all your own, don't despair, we've got just the thing for you. Simply follow the recipe behind *Beast Wars Transformers*, and you too can be a gourmet bad-game chef.

Ingredients:

- 2 teaspoons of character license that's well past its prime
- 1 cup of frustrating gameplay
- 2 cups of archaic graphics engine
- 1 teaspoon of garishly colorful special effects

1 tablespoon of snazzy FMV 2/3 cup totally confusing mission objectives

Start by rolling out the FMV opening sequence. Be sure to spread it out long enough to make players forget that it's more exciting than any other part of the game.

Promptly mix in one teaspoon of the once popular *Transformers* license to give your recipe that classic 80's tang. Then add obscure mission objectives such as 'destroy the Rock Blaster', so players don't

have a clue about what's going on.

Now begin preparation of the gameplay. Start with a graphics engine that displays each level at night, so players can't see the environment more than a few feet ahead. Mix that with clipping problems, poor camera movement, and slowdown from time to time, so players won't notice the repetitive level layouts.

Once the graphics engine is prepared, add the second teaspoon of character license to force repeatedly changing from gun-toting robot to poorly animated, defenseless animal. This allows them to get pummeled by enemy gunfire and it will make sure the kiddies don't have too much fun shooting in the robot mode.

To keep the recipe from getting bitter, include similar effects to those in better PlayStation games. This

Sprinkle the gameplay with a poorly designed camera system to make sure players get frustrated.



Strange gameplay elements such as robot-eating snakes give this game a flavor all its own.

won't necessarily insure your recipe's success, but it will make sure it's better than the recipe for *Frogger*.

by DAN EGGER

ALTERNATIVES

- Crème de la Armored Core 9.2
- Southwestern Mechanician Stir-Fry 7.4
- Zesty Herb Frogger Legs 2.4



Be sure to garnish the recipe with an overabundance of explosions.



Be careful not to add too many purple dinosaurs. Most kids are overexposed to this ingredient.



Spoon on a generous helping of generic, blocky bad guys to add variety.



One ingredient that never gets old is special effects.



Make sure to keep the action dark and hard to see at all times.

THE LINE

AUDIO & VIDEO

GRAPHICS	6
MUSIC	8
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	3
BALANCE	5
DEPTH	6

SPECIAL

EXTRAS	7
PRESENTATION	9
INNOVATION	3

RATING

5.6

ニンテンドウ64



REVIEW

NINTENDO

NAGANO WINTER OLYMPICS '98

THIS AINT NO WINTER WONDERLAND

You know, *International Track and Field* is considered by many to be one of the best multi-event sports titles on any system, so you can understand why expectations for Konami's *Winter Olympic* follow-up were so high.

Nagano Winter Olympics for the Nintendo 64 should be good, it really should. But somewhere between the company's initial idea to make a more frigid *Track and Field* and the final version of the game, something went completely wrong.

Perhaps it was the developer's plan to move away from *Track and Field*-style button mashing that hurt this game so bad. In *Nagano*, Konami focuses more on rhythmic tapping and *Parappa the Rapper*-style combos. While this sounds nice in theory, in execution it makes the game feel disjointed as players

are forced to master a completely different control scheme for each new event.

If that isn't the main problem in *Nagano*, then it has to

I said I could win gold with both hands tied behind my back!

be Konami's ludicrous decision to abandon its well designed multiplayer game play. While *Track and Field* featured short, fast contests that kept players quickly switching back and forth, *Nagano* forces players to sit through overly-long events while



I hate competing in these new 'extreme sports' events. Downhill gymnastics flat-out suck.



Hey, I can see my butt from here!



I snowboard only for the love of the sport, but you gotta admit, this will look great in my Mountain Dew commercial.



If I ski fast enough, maybe no one will notice my funny-looking butt.



I really wish I had held onto the chair lift tighter.

their opponents compete. The game also lacks the simultaneous four player events which were the highlight of the original, making it seem like *Nagano*'s multiplayer aspects were only an afterthought.

The smooth graphics are this title's best feature, but if the game play is boring, who really cares about graphics? A perfect example is the excruciatingly slow downhill events which make players wonder if it wouldn't be faster to jump off their board and walk down the hill. It's pretty, but it's not much fun.

In just about every way, *Nagano Winter Olympics* for the Nintendo 64 is a complete disappointment. Fans of Olympic sports games will just have to keep waiting until a decent contender reaches the system.

So fans of the Olympic Games really only have one course of action. Make up a bunch of popcorn, grab a couple cold ones, and get settled down on your favorite couch. Then tune in the TV and stare at the games. In the long run, it's better than this title.

• DAN EGGER

ALTERNATIVES

Decathlete 8.4
Winter Heat 8.0
Cool Boarders 2 7.8

THE LINE

• AUDIO & VIDEO

GRAPHICS 8
MUSIC 5
SOUND EFFECTS 8

• GAMEPLAY

INTERACTION 5
BALANCE 3
DEPTH 8

• SPECIAL

EXTRAS 8
PRESENTATION 8
INNOVATION 4

RATING

6.2

REVIEW

PLAYSTATION



プレイステーション



NEWMAN/HAAS RACING

PSYGNOSIS BLOWS AN ENGINE AND SLAMS INTO THE WALL

Psygnosis' *Formula 1*-series has set the standard when it comes to realistic racing simulations on the PlayStation, but it looks as if the racing game powerhouse has gone back to the same well one too many times with the disappointing *Newman/Haas Racing*.

Newman/Haas Racing's game engine is purportedly a stripped down and rebuilt version of the *Formula 1* engine, but if this is the case, the developer's have somehow removed much of the inherent goodness that distinguished the *Formula 1* games. The graphics feature some rather unattractive textures and a blockier (lower res?) appearance. The cars are rendered well enough, but the game's drab color palette and unrefined visuals recall some of Electronic Arts' early PlayStation efforts, rather than Psygnosis' legacy. Frame rate is acceptable and though there is visible draw-in, it is never problematic during play.

If there is a particular area that



Newman/Haas Racing features a refurbished *Formula 1* game engine. So how come it doesn't look as good?

really can escape serious criticism in *Newman/Haas*, it is the gameplay. The game features the standard single race, championship, and two-player split screen modes, with the two player game actually featuring four computer controlled cars on the track in addition to the human drivers — a rarity on console racing games. Control is certainly adequate, with the player capable of setting a number of options to suit arcade or simulation tastes.



The first-person view isn't pretty, but the instrumentation, and even the mirrors, work.

Backgrounds are nicely detailed, but are hampered by chunky graphics and dull colors.

Perhaps the one indication that

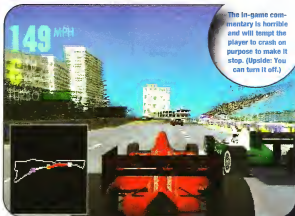
Newman/Haas

Racing is a half-hearted effort on Psygnosis' part is the whole licensing issue surrounding the game. Since Sony and its CART World Series game owns the actual license for a true CART racing game, Psygnosis apparently chose to pick up the license for one popular team and offer a mish mash collection of 16 drivers and 11 tracks. Considering the number of sub-standard games available on console systems these days, it should be said that *Newman/Haas Racing* is an entirely adequate game and should not be considered awful.

ROGER BURCHILL



Challenging road tracks outnumber monotonous ovals.



The in-game commentary is horrible and will tempt the player to crash on purpose to make it stop. (Upside: You can turn it off.)



- 1 Vehicles take damage, which in turn affects their handling.
- 2 Car settings can be adjusted.
- 3 If you don't have any of Psygnosis' *Formula 1* games, this is OK... but just OK...

ALTERNATIVES

CART Racing 6.1
F1 Racing Simulation 9.0
Formula 1 CE 8.4

THE LINE

AUDIO & VIDEO

GRAPHICS 7
MUSIC 7
SOUND EFFECTS 7

GAMEPLAY

INTERACTION 7
BALANCE 7
DEPTH 7

SPECIAL

EXTRAS 7
PRESENTATION 6
INNOVATION 6

RATING

6.8

ニンテンドウ64



REVIEW
NINTENDO

AEROGAUGE

TIRED OF WAITING? F ZERO X AND TAKE AEROGAUGE FOR A SPIN

Since the launch of the Nintendo 64, owners have fantasized about a WipeOut-style racer gracing their platform, but have had to settle for the technically proficient, but ultimately derivative, *Extreme G*. ASCII's *AeroGauge* is the latest offering as an N64 future racer, and does a decent job of filling the need.

AeroGauge is a straight up racer featuring anime-style craft to pilot around circular tracks. What separates the game from other racers is its track design and craft handling. Courses routinely have 90 degree turns, multiple paths, and huge variations in altitude. Naturally, each craft has different speed, acceleration and handling attributes, but unlike so many games where the craft look alike or very similar, *AeroGauge* craft

all look radically different and you can almost perceive their strengths and weaknesses by looking at them.

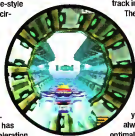
ASCII seems to have designed the game by the numbers. It's got time attack, two player mode, a grand prix, and an arcade-style single race — standard fare for racing games these days. Before you can brave grand prix *AeroGauge* racing, you

should definitely master each track in the single race. The courses are

AeroGauge's tracks have a combination of tunnels and open spaces to navigate.

extremely challenging and your opponents always seem to fly the optimal path.

There is a good variety of tracks and each has its own unique look. In fact, the graphics in this game are top



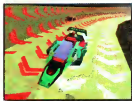
You can use the walls of tunnels, boosted like, to pick up speed or get around an opponent.



Everyone's favorite Wookiee makes his traditional noises, but fighting isn't his strong point.



AeroGauge has one of the most unique color palettes of any N64 title.



Most of the ships defy the laws of aerodynamics. This boxy model is a case in point.



Unlike most futuristic racers, *AeroGauge* ships each have a distinct look.

notch. The one bad thing that could be said about the graphics is that the draw-in is painfully obvious. The fog horizon is pretty close, though all the corners do tend to hide it, so as the fog pulls back, you can actually see the graphics as they're drawn. Now, I don't mean pop in, I mean draw in, because the change from fog to graphic is so smooth. This is probably one of the biggest problems with the game, and the most distracting when you're trying to race past opponents and a 90 degree corner comes up out of nowhere.

Despite all of *AeroGauge's* strengths, it's still an enjoyable, but pretty standard racer. There aren't enough tracks to really play the game for long, and if you take the time to master a craft (which does take a long time), there's little incentive to master any others. The physics-defying dynamics of the game also leave much to be desired. Still, N64 owners waiting for *F Zero X* can satisfy their craving with several hours of *AeroGauge X*.

• RICK SANCHEZ

ALTERNATIVES

Extreme G 7.9
Red Asphalt 7.7
WipeOut XL 9.5

THE LINE

AUDIO & VIDEO

GRAPHICS 7
MUSIC 7
SOUND EFFECTS 7

GAMEPLAY

INTERACTION 8
BALANCE 7
DEPTH 7

SPECIAL

EXTRAS 7
PRESENTATION 8
INNOVATION 8

RATING

8.0

REVIEW
SATURN

セカ サターン

WINTER HEAT

SATURN IS DEAD, THE RUSSIANS HAVE BOYCOTTED, BUT THE GAMES GO ON!

No Olympic license, a limited group of players, and not even a decent system to show off its wares didn't stop AM3 from creating the best collection of Winter Games since the Commodore 64. The same team that developed Decathlete (summer games) has managed to outshine Konami's *Nagano Olympics* by combining classic game design, personality, and a healthy variety of events that outclass the officially licensed game by miles.

Due to the impending doom of the Saturn, there aren't many gamers that will ever see or play *Winter Heat*, and that is too bad. Sega has proved once again that they possess some of the best software development talent on the planet; it's too bad the hardware is never up to snuff. It's games like *Winter Heat*, *World Series Baseball*, *Worldwide Soccer*, and *Nights* that make it sad to see the Saturn go away.

Winter Heat packs in 11 different events including: downhill skiing, slalom, snowboarding, ski jumping, aerials, ski racing, two types of speed skating, cross country skiing, bobsled, and luge. The events use the classic combination of mad button mashing, timely releases, and a sound strategy. The graphics are excellent and the sound is superb. My only complaint with *Winter Heat* is the shortage of multi-player events. Of course, all of the events can be done by up to four players, but only a hand-

Disturbing spandex uniforms aside, the speed skating events are a blast.



full can be done simultaneously, which is the best part of games like this. Events like the slalom, where you race through gates right next to another player, make for exciting finishes and a great multi-player experience.

Minor flaws aside, *Winter Heat* is the type of gaming experience everyone will enjoy and it comes highly recommended.

So, unless you've already used your Saturn for a doorstep or seen just how far a five pound chunk of plastic will fly when hit with a baseball bat, you should definitely check *Winter Heat* out! Otherwise, I advise you to hold on for the Katana version. It should be here sometime in 1999.

POIXE SALMON



Catch some serious air in the ski jump!



The snowboarding section actually plays better than *Cool Boarders*, which is dedicated to snowboarding alone.



Some events penalize the button-masher specialists, like the endurance testing cross-country race.



This is the best downhill racing on any console, at least until *Hamce* gives us *Alpine Racer*.

SELECT A CHARACTER



You may even recognize some of the athletes from *Decathlete*.



The aerial event is spectacular to watch, especially when novices perform face plant after face plant.

ALTERNATIVES

Nagano Olympics PSX
Cool Boarders PSX

THE LINE

AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	7

GAMEPLAY

INTERACTION	8
BALANCE	8
DEPTH	8

SPECIAL

EXTRAS	6
PRESENTATION	7
INNOVATION	5

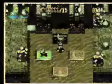
RATING

8.0

A Breathtaking New Action/RPG For The PlayStation™ Game Console.
From The Creators Of Landstalker.™

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Between the State of Conscious and Unconscious,
Lies the Realm of the DreamWalker Alundra.

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REVIEW

PC CD-ROM



コンピュータゲーム



GRAND THEFT AUTO

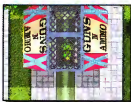
FINALLY... A GAME TO TRAIN THE ASPIRING YOUNG VILLAINS OF THE WORLD!

For years, videogames have laid a solid foundation for future soldiers and policemen by placing impressionable young minds in the role of hero. Without similar guidance, we've seen stumbling crooks perform moronic feats that are hard to believe. Take the bank robber who walks over to the convenience store across the street, buys a ski-mask, puts it on (in front of the security camera), and promptly walks over to rob the bank. To make matters worse, he actually used his own ATM card for the purchase. Stories like these are funny, but with this type of idiocy, what kind of future is there for evil in the world (aka lawyers and politicians)?

The splat of blood and screams of victims are disturbingly satisfying.



The lesson here is that crime just doesn't pay!

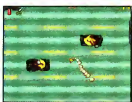


Talk about your one-stop shopping! Thank god for the NRI! This way, even derelicts can be armed.

Grand Theft Auto sets the player up as the bad guy. Car-jacking, theft, speeding, murder, and cop killing are just a few of the felonies asked of you in a game of *Grand Theft Auto*. Essentially you perform menial tasks for 'the family' as you move your way up in the world of organized crime. The top-down perspective is reminiscent of car chases caught by traffic choppers in L.A. All issues of morality aside, *Grand Theft Auto* is a wild romp through fictional city streets that is more entertaining than it is deep. The ability to beat the tar out of civilian drivers, then take over their car to perform your villainous duties is exciting at first, but this becomes monotonous. Next, load up a weapon and take to the streets for some mass carnage. It's fun at first, but becomes boring quickly. For the final adrenaline rush, you may just take out a few of the city's finest, but you never achieve that original giggle that made this game so much fun to begin with.

The pure variety of cars, detailed fictional cities, and amusing blood splats make *GTA* an extremely fun little game, but the lack of variety in missions keeps it from being a classic. Even if only used to vent those evil thoughts we all tend to have, *GTA* is a worthwhile game that can be surprisingly addictive. Fans of the genre and doers of evil should definitely pick this one up.

MIKE O'CONNOR



Picking up new weapons allows for all new ways of breaking the law.



'Dead cops to the left of me, flaming cars to the right, here I am, stuck in the middle again'.



The more havoc you cause, the more police attention you'll get. There's more cops here than at Dunkin' Donuts.



ALTERNATIVES

Felony 11-71 7.5
Crime Wave 6.5



The most useful weapon of destruction in the game has to be this tank.

THE LINE

● AUDIO & VIDEO

GRAPHICS 7
MUSIC 9
SOUND EFFECTS 8

● GAMEPLAY

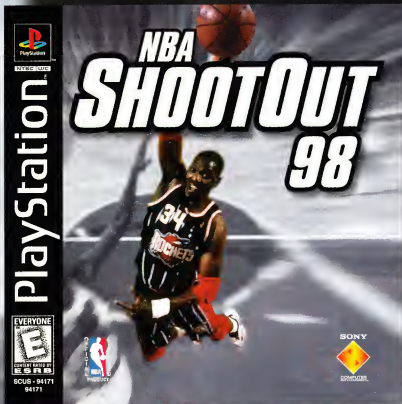
INTERACTION 9
BALANCE 6
DEPTH 6

● SPECIAL

EXTRAS 7
PRESENTATION 8
INNOVATION 6

RATING

7.6



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REVIEW
PLAYSTATION

プレイステーション



ATARI COLLECTION 2

BUSTIN LOOSE WITH THE OLD SCHOOL, RAW YEAH.

Many of our readers are about a hundred years old, and so remember a time when you could walk into an arcade and see like, 30 new games. Nowadays, the arcade market has slowed to a crawl, but it's still possible to relive the dusty old days, thanks to the mass of compilation games around. Namco and Midway appear to have this market sewn up, and Midway's latest, *Atari Collection 2*, is the best yet. It features some of the greatest arcade games ever

made, all for the same price as a bad PlayStation game.

Marble Madness is the first game on the disc, and its imagery is used throughout in the full motion sequences. Six levels of marble rolling race game is a surreal treat. The graphics still look pretty cool and it has one of the weirdest soundtracks ever made. The game is kind of easy, and benefits greatly from analog control. Still fun, even if only in short bursts.

Next up is the deepest and most enjoyable game of the bunch, *Gauntlet*. This scrolling arcade adventure lets up to four players blast their way through dungeons, picking up treasures, food and weapons. Great sampled speech drives the teamwork along, with immortal quotes like, "Red Warrior needs food, badly".

Road Blasters is a mediocre race/shooting game included on the disc. This game looked dated when it was new and suffers tremendously in comparison to the other games on the compilation.



Hazards include burglars, breakdancers and hot girls in convertibles. Just try to be careful out there.

Even *Millipede*, the centipede sequel, looks good in comparison to *Road Blasters*. The simplistic gameplay is again, best enjoyed with an analog stick, but provides a Galaxian-style blast, albeit with spiders and millipedes instead of aliens.

Crystal Castles is the most evocative title here, with Bentley Bear running around isometric Pac-Man style mazes. Lots of secret warps and cool tricks make this a fast, fast eat-'em-up. Last, but not least, is the immortal *Paperboy*. Your BMX-riding delivery boy has to fling newspapers at subscriber's houses, while avoiding all manner of street hazards. It's fun, even in this age of polygonal realism.

This is a balanced collection. The next one will hopefully have 720 Degrees and Tooobin' on it. Until then, this is an essential collection for arcade archivists everywhere.

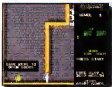
• FRANK O'CONNOR



While the graphics were primitive, *Millipede* was a playable blaster, nonetheless.



Windows pop up, telling you what's going on. We didn't know in those days, you see.



Don't open that blue gate! Those ghosts look mad.



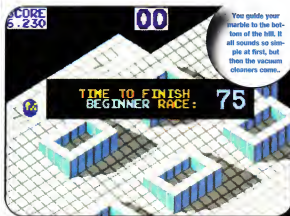
This car pic made Roger shed tears of nostalgia...

ALTERNATIVES

Midway Collection 2: 7.7
Namco Museum 4: 6.0



Imagine a game that's really boring and pathetic and pointless, yup, that's *Road Blasters*.



You guide your marble to the bottom of the hill. It all sounds so simple at first, but then the vacuum cleaners come.

THE LINE

• AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	10

• GAMEPLAY

INTERACTION	8
BALANCE	8
DEPTH	10

• SPECIAL

EXTRAS	10
PRESENTATION	9
INNOVATION	5

RATING

8.3

コンピューターゲーム



REVIEW

PC CD-ROM

JOURNEYMAN PROJECT 3: LEGACY OF TIME

ALIENS, ARTIFACTS, AND LOST CITIES... WHAT COULD BE BETTER?



Agent 3, your nemesis from *Journeyman Project 2*, is back. This time she's on your side.

Presto Studio's third installment in the *Journeyman Project* saga is the best to date. The player assumes the role of Agent 5, a time cop, searching the ancient cities of El Dorado, Shangri La, and Atlantis for the Legacy, an alien artifact needed to save a future Earth from an alien armada.

Agent 3, a nemesis from the second *Journeyman Project*, has sent a shockwave through time, bringing Agent 5 back to the past to be reunited with a time suit inhabiting virus and hints of memories erased after the second *Journeyman Project*. The first of four CDs takes the player

in search of Agent 3 to each of the ancient, lost cities, just after their destruction. Images of glorious ancient cities destroyed by avalanches, fire and tsunami greet Agent 5 as he searches. On the last jaunt, evidence is unearthed of alien visitations in Earth's past, and the search for the Legacy is on. Each CD contains one pre-destruction city to explore, filled with puzzles, characters and clues to the location of the Legacy. The catch, and there is always a catch, is that you only get one day in each city to locate the Legacy before it's destroyed.

Legacy of Time is one of the best examples of a good photorealistic adventure game, exceeding *Myst* and even *Riven* in terms of playability and story. The graphics aren't quite the super-rendered images that you find in *Riven*, but that doesn't detract from the outstanding gameplay and simple control. Although it's essentially a point and click affair, the

entire game is in a VR space so you can look up, down and all around from any vantage point, examining in detail the incredible visuals in each lost city. The variety of

Agent 3 discovers an ancient alien invasion that threatens Earth again in the future.

locations keeps the game interesting, since the player can jump between any of the three cities during the game at any time. This freedom makes for a very non-linear, and pleasant experience.

The only gamers who may find the title a little lacking are those who despise "point and click" graphic adventures, and those who prefer more arcade action in their games. But all in all, fans of the genre and science fiction fans are going to love *Legacy of Time*.

• RICK SANCHEZ



Just try to find the alien artifact known as the Legacy in South America... 500 years BC!



You have to explore a Tibetan temple in the Himalayas before the destruction of Sri Lanka.



Let's VR technology lets you see 360-degrees around you.



You have to talk to the natives to find clues and complete your mission.



You'll visit this destroyed Tibetan temple before you see it in its pre-destruction glory.

ALTERNATIVES

Blade Runner 9.3

Riven 7.8

Zork: G.I. 7.7

THE LINE

AUDIO & VIDEO

GRAPHICS

10

MUSIC

9

SOUND EFFECTS

9

GAMEPLAY

INTERACTION

6

BALANCE

10

DEPTH

6

SPECIAL

EXTRAS

6

PRESENTATION

10

INNOVATION

6

RATING

9.0

REVIEW

PLAYSTATION



プレイステーション



X-MEN: CHILDREN OF THE ATOM

WHAT'S THIS? A BAD CAPCOM FIGHTING GAME?

One of the first major games to branch off of the traditional *Street Fighter* series, *X-Men: COTA* was somewhat innovative because of the multi-level backgrounds and Super Jumps. Now several years later, the game finally makes its debut on the PlayStation. And what a sad debut it is.

There are ten initial characters, ranging from Cyclops to a huge Sentinel and each has moves based upon their comic book appearances. Akuma, who seems to show up in almost every Capcom title, is also playable, but



The game has a broad variety of characters to choose from.



You can relive all the classic comic book battles.



When your power meter is charged up, you can pull off devastating moves!

only by inputting a special code. All the characters look detailed enough, but their movements seem a little bit jumpy, due to the fact that quite a few frames of animation had to be left out.

Also, the overall speed of the game has been greatly reduced, which makes it feel a lot like *Super Street Fighter II*. It might take some getting used to, especially if you are accustomed to playing faster Capcom fighters, such as *Street Fighter EX*

Colossus relies heavily on throws. Try to stay as far away from him as possible.

Plus Alpha or *Marvel Superheroes*. This reduction in



speed was probably implemented in order to prevent any of the slowdown that would normally occur. Unfortunately, there is no turbo setting, so players will have to get used to *X-Men*'s snail-like speed.

In the end, you basically have a fighting game that was definitely not worth the effort that was placed into it. The animation is choppy and the game plays slowly. Pick this one up only if you are a die hard *X-Men* fan. Otherwise, just get *Marvel Super Heroes*, which is infinitely better.

STEPHEN FROST



After a certain time, the floors in some levels will actually fall away, dropping you down to the next level.



1 Super Jumps allow you to pull off sneak attacks.
2 Projectiles come in every form imaginable, including swords!
3 Huge characters make for a crowded screen.

ALTERNATIVES

Street Fighter EX + Alpha: 9.0
Marvel Superheroes: 8.7
Street Fighter Collection: 6.4

THE LINE

AUDIO & VIDEO

GRAPHICS 7
MUSIC 6
SOUND EFFECTS 6

GAMEPLAY

INTERACTION 7
BALANCE 6
DEPTH 5

SPECIAL

EXTRAS 2
PRESENTATION 3
INNOVATION 4

RATING

5.8



MICRO MACHINES V3

- GENRE: ACTION/RACING
- PLAYERS: 1 TO 4
- PUBLISHER: MTDWAY
- DEVELOPER: CODEMASTERS
- RATING: KA
- M.S.R.P. \$49.99

Three dimensional graphics can be a straightforward visual enhancement to even the most simple of games. Micro Machines V3 for the PlayStation is a perfect example of how this can work. The original game featured scrolling backdrops and sprites, and although these have been replaced with smooth polygons, the viewpoint is the same. The game play, too, is similar. You pick a character who can race a variety of tiny vehicles on everyday surfaces like breakfast tables, pool halls or bathrooms. With more than one player, the end result is a fast-paced, addictive and surprisingly varied experience. Fun stuff.

● **FRANK O'CONNOR**



Drive real little cars. Now you know why no one will insure Frank...

RATING

● AUDIO/VIDEO

GRAPHICS	6
MUSIC	7
SOUND FX	6

● GAMEPLAY

INTERACTION	6
BALANCE	9
DEPTH	6

● SPECIAL

EXTRAS	6
PRESENTATION	9
INNOVATION	5



JEOPARDY!

OK, so it's a gameshow, but it has to be said that this one is fun. Requiring a bit more knowledge and skill than *Wheel Of Fortune*, this one is probably aimed at a slightly older audience, and even more specifically, at parents rather than children. Jeopardy!, as you must know, is the general knowledge quiz starring Alex Trebek. You choose the categories, so even if you don't know everything in the entire world, you'll still have a chance to win - just make sure you wager the right amount. The graphics may not be spectacular, but the intelligent parser makes entering answers (in the form of questions of course) a little bit easier. This is pretty

expensive for what it is, but it does make a change from cutesy racing games on the N64.

● **FRANK O'CONNOR**



Obviously, our reviewer is an idiot...

RATING

● AUDIO/VIDEO

GRAPHICS	4
MUSIC	6
SOUND FX	7

● GAMEPLAY

INTERACTION	4
BALANCE	3
DEPTH	6

● SPECIAL

EXTRAS	6
PRESENTATION	7
INNOVATION	3



CARMAGEDDON SPLAT PACK

Well, *Carmageddon* is almost the definition of a sleeper title. The fact that this title was one of the most addictive and enjoyable games of the year was completely overshadowed by its controversial content. The Splat Pack add-on will likely suffer the same fate, which truly is a shame.

It's a shame, because this expansion disk offers players tons of new levels, new enemies and brand new cars. The best addition however is the native 3Dfx support which makes the game look far better than it ever did before. But more than anything, its just more of the same-old well designed mayhem that made the original so good. So strap on your seatbelt and point your hood ornament at the

nearest pedestrian. Whoohoo!

● **DAN EGGER**



This add-on's 3D acceleration makes a great game even better.

RATING

● AUDIO/VIDEO

GRAPHICS	6
MUSIC	6
SOUND FX	6

● GAMEPLAY

INTERACTION	6
BALANCE	7
DEPTH	5

● SPECIAL

EXTRAS	6
PRESENTATION	9
INNOVATION	6



SPORTSLINE

Well, it seems like only weeks ago it was the middle of the football season. Now, long after the disappointment of the Vikings season has set in, it's time for baseball. That's right! Spring Training has begun and, to celebrate that, I've prepared a gigantic seven page edition of Sportsline, chock full of enough baseball to satisfy even the most insatiable appetite, not to mention a look at the rest of the hoops games coming your way.

The one major game missing from this Spring Training special is the almighty *World Series Baseball*. Because of Sega's recent layoffs and give up attitude on the Saturn, we may not see the next brilliant incarnation of the series that has dominated baseball. To me, this is a sad development, but hopefully some other game will step up and pick up the slack. Check out these early looks and see which one you think is going to do the job.

by Mike Salmon
msalmon@gameplayers.com

MLB '99

Finally ready to go on time



New textures make it easier to identify each team uniform and player, plus enhance the look of the game.

- SYS. PLAYSTATION
- PUB. SEGA
- DEV. SONY INTERACTIVE
- REL. DATE. JUNE

MLB '99

This is the third season of Sony's baseball game for the PlayStation, and for the first time it is going to be ready for the start of the season. In years past, *MLB* (or *Pennant Race*) has been a solid simulation game that just came out too late in the season to really matter. This year, the developers are refining the *MLB '98* engine and preparing the game for an early season launch, which they hope will make a huge difference.

The best feature of *MLB '98* was the speed of play, which made it possible to play a nine inning game in under an hour, something that is going to be kept intact for '99. The graphics are similar to last year, but the player models, stadiums, and textures have all improved slightly. The pitcher/batter interface is identical to last year, but apparently the developers have been working on perfecting the control and changing the motion of pitches for different pitchers. The complete simulation features of the game have remained intact and much work has been done on the AI as well.

This series has always attempted to emulate the magnificent *World Series Baseball* on the Genesis, but has come up short in each effort. For '99 the developers hope to equal that level of play, while delivering a true 32-bit baseball game.

The spring training report on *MLB '99* is pretty simple: If the developers can keep up the speed, add some more depth, and work on the overall play, then it could be an excellent game. It's a contender that needs a couple of strong arms and some luck to make a run for the pennant.



New motion-capture and animations means a larger variety of batting stances.



More realistic and exciting plays at the bases is crucial to the success of *MLB '98*.



The refined interface will hopefully provide more excitement.



Hanging curves is nothing new for the Angels' pitching staff.



A spooler frame-rate should make hitting the ball easier and more satisfying.

TRIPLE PLAY '99

This could be Triple Play's year

- **SYS.** PLAYSTATION, PC
- **PUB.** EA SPORTS
- **DEV.** EA CANADA
- **REL. DATE.** JUNE

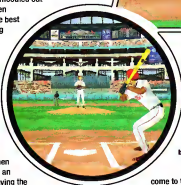


T

he one sport EA still hasn't managed to capture is baseball. Although *Triple Play* is always among the best baseball games on the PlayStation, it still hasn't delivered the type of experience other EA games have.

However, from what I've seen thus far, '99 could be the year EA finally breaks through in baseball.

The polygonal engine of last year's game returns, but it has been smoothed out and the gameplay has been improved dramatically. The best of the new features is giving more control to the player and providing dramatic camera angles that are still playable. Stealing directly from the incredible *World Series Baseball '98*, *Triple Play '99* incorporates a dynamic camera that livens up the game and makes it eminently more playable. After a missed pitch, the camera cuts behind the pitcher smoothly for a different look at the swing. Then, when the ball is hit, the camera will shift to an ideal position for fielding while also giving the game a different look. Control is returned to the player by allowing for throws on the run, off the wrong foot, and a choice of hard or accurate. The player can also choose between slide, dive, or bowl over the catcher. And while these new features could prove to be essential to the overall playability of *Triple Play '99*, perhaps nothing is more important than the speeded up gameplay. Last year, the games took so long that it was impossible to play through a season, but this year the batters



Throwing across your body is a nice animation, but more importantly, it adds to the gameplay.

The best stadiums of any baseball game have gotten better for '99.



Players have to be tagged out, not just beaten to the base by the throw.



The complete licenses, combined with fast arcade play, are the strong points of *Triple Play '99*.



The first-person view is unique, albeit near impossible to play in.



1 Improved polygon models and textures give '99 a much sharper look. 2 The game manages to maintain presentation while getting rid of all the time it took in '98.



1 A dynamic camera gives the player a great view for fielding and a makes the game look more interesting as well. 2 Throwing on the run takes timing and rewards players who are good at playing the game, something sorely missing from baseball games in the past. 3 Climbing the wall to rob a homerun is still one of the best features of this game.



ALL STAR BASEBALL '99

Already the prettiest game in town

● SYS. NINTENDO 64

● P.L.B. ACCCLAIM

● DEV. IGUANA

● REL. DATE. JUNE



T

he same team that delivered the first hi-res N64 sports game (NFL QB9 '98) is preparing another hi-res dandy for this spring. In a recent press trip, Accclaim and Iguana stopped by our offices to show off a dozen or so games, but none drew the oohs and aahs like All-Star Baseball '99.

The high-resolution graphics, dynamic lighting, and silky smooth animation were the most impressive I have ever seen.

Unfortunately, the game crashed every couple of minutes and there was quite literally no actual play to judge the game by. The game is going to feature both the MLB and MLBPA license, every stadium, general manager functions, full stat-tracking, and all of the usual baseball game options. In addition, ASB '99 is going to include a comprehensive draft feature and even allow for farm systems. NL MVP Larry Walker scouted all of the pitchers, so the game could have some legitimate ratings and the intense strategies like double-switches, suicide squeezes, and even bunt and slashes are promised for the final version.

The developers are promising over 500 animations in the final version of the game, including throwing from the knees and bowling over the catcher. Special effects like rain, dust, and the catcher throwing his mask when going back for a foul ball should ensure that no game can equal the look of ASB '99. Unfortunately all of this is just talk, since I've yet to see any type of gameplay. The problems



These shots are not doctored! The game looks this damn good. Wow!

Cheaper than a ticket to Camden Yards and you don't have to sit next to that obnoxious fan either.

this series has had in the past were related to graphics and gameplay. Clearly the graphics problem has been solved, now if the developers can fix up the way the game plays then N64 owners will finally have a sporting moment of glory. Of course if Ken Griffey ever releases it is looking to be a serious competitor as well. Scouting Report: On paper, ASB '99 is at the top of the class, but pennants aren't won on paper, so I'll wait and see how this one takes the field.



The smooth transition of cameras planned for the final game should yield some intense visuals. The detail of the players can't be touched by any other game.

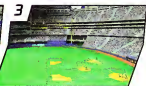


The animations move smoother than most major league players.



1 Smooth, crisp graphics and some amazing textures bring this game to life. 2 This is where Harry Carrey sits for his Cubs home games; the only thing missing is the row of empty Bud cans usually surrounding him.

1 The surprisingly smooth frame-rate makes the game move as good as it looks. 2-3 All of the stadiums are represented with an insane level of graphical detail, even our friends to the north get the full treatment.



VR BASEBALL '99

Beefed up graphics make the difference

● SYS. PLAYSTATION, PC

● PUBL. INTERPLAY

● DEV. INTERPLAY

● REL. DATE. JULY



W

ell, I saw more of VR Baseball in one week than I've seen of my mother in three years (something she still isn't real happy with). First off, I headed to the NHL All-Star Game (tough job, eh!) and sat down to a few cold ones

and a demo of VR Baseball '99 for the PlayStation. Then, after returning to the Bay Area, I hopped back on a plane to get a demo of VR Baseball '99 for the PC. Check out the box-out to the right to see the progress of the PC version and keep reading right here for more on the PlayStation.

Last year, VR Baseball was a solid baseball game, but dismal graphics and an atrocious frame-rate really ruined the game. The main problem was that you couldn't ever see the bat hit the ball because the frame-rate was so miserable. The main focus for '99 was to clean up the graphics and get the game moving at a good clip. From the early demo I saw, the developers are on track to fixing these problems and this title could be a dark horse contender for this year's crown.



Improved lighting and motion give the game a look that is comparable to the competition.

Without a doubt, the graphics in VR Baseball '99 are drastically improved.

COLORADO		SAN FRANCISCO	
1	0	1	0
2	0	2	0
3	0	0	0
4	0	0	0
5	0	0	0
6	0	0	0
7	0	0	0
8	0	0	0
9	0	0	0
TOTAL	0	2	0

The detailed simulation elements of last year are back, but in a prettier package.



How does this guy walk with that short leg?



The PC stadiums are similar to those in the PlayStation, but the hi-res graphics make a huge difference.

The Second Coming!

Shiny Entertainment's impressive Messiah technology is being used on all upcoming VR Sports titles. The first game to utilize the innovative character modeler and animator is VR Baseball '99. The demo I saw was astounding. What the Messiah technology does is create in detail any object or character close to the camera, while automatically scaling down things in the distance. This means that the batter will be comprised of a bundle of polygons, but the center fielder off in the distance will use a limited number. What's most impressive is that even the low polygon models in the distance move extremely smooth.

1



1 The smooth skins and detailed textures allow you to see things like wrinkles in the uniforms. 2 VR Baseball '99 developers claim to fame is that their game has the best butts in town (I personally didn't notice...).

2



1 Here is something you didn't see in last year's game - the bat hitting the ball. 2 The same pitcher/batter interface has returned and while it's a bit tricky at first, it is a useful feature. 3 The variety of batting stances and animations has nearly doubled from last year.

1



2



3



HARDBALL 6

The long running PC series gets 3D!

● **SYS.** PC, PLAYSTATION

● **PUB.** ACCOLADE

● **DEV.** ACCOLADE

● **REL. DATE.** JULY

The first and best-selling PC baseball series of all time is making it back in '98 after a year off the diamond. Last year, Accolade attempted to make *Hardball* a 3D arcade-style game to compete with the likes of *Triple Play*, but the transition from 2D to 3D wasn't all that easy. Now, a year later, the polygon engine has been tuned and is ready to go head-to-head with the big boys. I haven't been able to play the game yet, but the screens I've seen show that the game has solid, if not spectacular, graphics, a full MLB and MLBPA license and, if the series holds true to tradition, it'll be one of the most accurate sims around. The

PlayStation version is a bit farther behind the PC version, but is comparable in the graphic department.

The crowded collection of baseball games makes it tough for any game to stand out, but *Hardball 6* has managed to get the look, now if the play can equal that it could be a contender. Scouting Report: A year out of the bigs makes this one a big question mark, but with the pedigree of seasons past, there is at least some hope.



The control and cameras have been a problem in recent *Hardballs*, but in 6 these appear to be fixed.

1 Smooth moving polygons and a detailed simulation are the promise that *Hardball 6* holds. 2 The bright graphics contrast other baseball games and are quite vibrant. 3 Up close you can appreciate the detailed polygon players.



MIKE PIAZZA'S STRIKE ZONE

Will a different approach be enough?

● **SYS.** NINTENDO 64

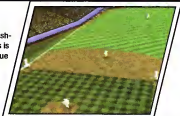
● **PUB.** GT INTERACTIVE

● **DEV.** DEVIL'S THUMB

● **REL. DATE.** JULY

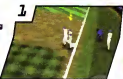
When GT Interactive picked up this baseball game for the N64, they figured they would be one of the only games available. Now, with Acclaim's *All-Star Baseball*, Nintendo's *Ken Griffey Jr.*, and Konami's *Bottom Of The Ninth*, the playing field is actually getting overloaded. The game is very good looking, but when put side-to-side with the hi-res masterpiece *ASB '99*, *Mike Piazza's Strike Zone* doesn't compare favorably. On the positive side, the game I saw was already playable and quite fun. The simulation elements are solid, but what separates this from the other games are the wacky pitches, exaggerated curves, and monstrous

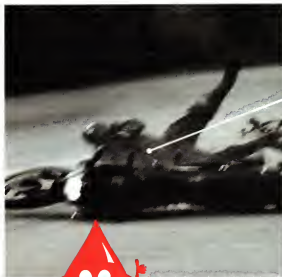
home runs of the arcade mode. The return to old fashioned "fun" baseball games is nice, but unless they continue to work on the core game, *Mike Piazza* won't stand a chance against the better looking *ASB '99*. The blurred graphics are way too reminiscent of other flawed N64 games and need to be addressed before release. Scouting Report: Young game has skills, but needs to prove it can maintain consistency throughout the season against big-time competition.



The control of the fielders was surprisingly responsive. Yes!

1-2 After seeing the impressive hi-res of *ASB*, it's hard to see these graphics and think anything but, "Where are my glasses?" 3 The stadium models are acceptable, but the key to *Mike Piazza's* success is going to be how it plays.





Another happy ending!



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—Peter Plasma

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NBA SHOOTOUT '98

It could be too little, too late!

○○○○○○

- **SYS.** PLAYSTATION
- **PUB.** SCA
- **DEV.** SONY INTERACTIVE
- **REL. DATE.** Nov

After waiting for what seemed like centuries, I finally got my first playable of *NBA Shootout '98*. While it is in working condition, it is far from reviewable. However, what I could tell from this early version was that the player models, motions, and control have all improved considerably from last year and some of the new animations are incredible.

The total control shooting and passing weren't operational and the AI needs some serious tweaking. Right off the bat, the game felt very smooth and realistic, but all of the unfinished elements of the game make it impossible for me to make any judgement. All

I can say is that if the developers can't tighten up the gameplay, get rid of 90% of the steals, and really focus on the AI, then *Shoot Out '98* is sure to be the hoops game of the year. I just hope it isn't too late in the ball game for the type of tuning needed to make this game all it can be.

Check back next issue for a full review and final thoughts on all of the b-ball videogames this past year. Right now this is our final hope for hoops greatness, since nothing else has even come close to what I expect and want.



Yet another steal! This wouldn't scare me if it hadn't been a problem in every other version of *Shoot Out*. Please fix this, guys!

1-2 The Kobe Bryant dunk contest winner is in the game, and while it is hard to believe that it's possible to pull this one off in a game, it does look great.

3 Unlike any other basketball game available, Luc Longley just isn't going to catch Allen Iverson.



NBA IN THE ZONE 64

Quick! Where are my bifocals?

○○○○○○

- **SYS.** NINTENDO 64
- **PUB.** KONAMI
- **DEV.** KONAMI
- **M.S.R.P.** \$49.99

The N64 has fast been developing a notorious reputation as the machine of blurred graphics. *NBA ITZ* takes the blur factor to the extreme. The graphics are so fuzzy, I'd suggest not playing this game just for the fear that it could actually strain your eyesight—no joke.

It's really too bad, because beneath the shoddy-looking graphics is a decent basketball game. The polygon models are detailed and the motions are perhaps the best I've seen (although I'm not sure, since I had to squint my eyes). However, the control of *ITZ* isn't near as tight as that of its PlayStation

predecessor, nor is the arcade play. *ITZ 64* is a slower, blurrier, and worse version of the first *ITZ* on the PlayStation.

Still, for N64 gamers, there isn't much else to choose from. The detailed stats and smooth motions may be enough for some, but I'd rather deal with CD load times than be forced into a pair of glasses from trying to make out the action in this one.

1 The replays give you the false impression that this game is good-looking. 2 *NBA In The Zone 64* is the new title for this one.



AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	b	BALANCE	7	INNOVATION	4
SOUND EFFECTS	b	DEPTH	8	EXTRAS	b
MUSIC	b	INTERACTION	b	PRESENTATION	5

6.4

HOT SHOTS GOLF

I've heard of big-headed drivers, but...

○○○○○

- SYS. PLAYSTATION
- PUB. SICA
- DEV. SONY JAPAN
- M.S.R.P. \$39.99

Oh, the Japanese! I'll be damned if they don't program the best games in the universe, but someone please explain this 'big head' thing before I go crazy. If any other developers of golf games had an engine this good, then maybe they would sell more than ten (slight exaggeration) per year.

The basic fact is that *Hot Shots Golf* is technically one of the best golf games made, not to mention the fact it has that elusive ingredient of fun. Unfortunately, there are no real golfers (I'm not even sure these things are human), real courses, or simulation elements.

Kudos to the developers for making a golf game fun again, now if somebody (anybody!) could make a game this solid, with all of the features and options that golf fans are looking for. The inclusion of mini-golf is perhaps the best part of *Hot Shots Golf*, but all in all, the game is extremely well done.

The unfortunate dilemma with *Hot Shots Golf* is that golf fans will hate it and people who hate golf games are going to love it.

1 Alright, already! Stop it with the big-head thing! 2 The swing meter is simple, smooth, and intuitive to use.



AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	8	BALANCE	8	INNOVATION	8
SOUND EFFECTS	8	DEPTH	8	EXTRAS	7
MUSIC	7	INTERACTION	7	PRESENTATION	7

7.7

NCAA MARCH MADNESS

The veteran engine gets tuned up!

○○○○○

- SYS. NINTENDO 64
- PUB. ELECTRONIC ARTS
- DEV. EA CANADA
- M.S.R.P. \$75.99

Well, long suffering college basketball fans finally have something to cheer about. Just in time for the NCAA Tournament, EA is preparing *March Madness* for release.

The game is based on the *Live '97* engine, which doesn't make much sense, since the *Live '98* engine is superior in nearly every way. However, the developers have taken what was a poor game and turned it into one of the best playing hoops games around. The key to *NCAA March Madness* is some excellent AI and the most accurate player ratings ever in a college hoops game. Some of the prob-

lems of *Live '97* are still evident and ruin what could have been a superb game. The slippery control and jumble of players in the key are annoying, but due to the balanced play and fan two-player game, they can be overlooked.

It's not perfect, but it is head and shoulders above any other college game and with 107 division I teams, it is the perfect game for the college hoops fanatic.

1 The graphics aren't on par with the other hoops games this year, but the play is very good. 2 Nearly perfect rosters for 107 division I schools are extremely impressive and crucial to any college hoops fan.



AUDIO & VIDEO

GAMEPLAY

SPECIAL

GRAPHICS	7	BALANCE	7	INNOVATION	6
SOUND EFFECTS	5	DEPTH	9	EXTRAS	7
MUSIC	7	INTERACTION	9	PRESENTATION	6

7.4

ALL ACCESS

SPRING'S AROUND THE CORNER AND SO ARE A BUNCH OF NEW GAMES. BUT BEFORE YOU BEGIN BLOWING YOUR HARD EARNED CASH ON A STACK OF FANCY NEW TITLES, YOU SHOULD PROBABLY GET THE MOST OUT OF ALL THE GAMES YOU'VE ALREADY CARELESSLY TOSSED INTO THE CLOSET ALONG WITH YOUR RAINCOAT AND MITTENS. AND WHAT BETTER WAY TO DO THIS THAN WITH A NICE, FAT STACK OF HAPPY LITTLE CODES? IT MAY BE AWHILE BEFORE THE GAME OF YOUR DREAMS SHOWS UP AT THE STORE, SO SETTLE DOWN AND DO A LITTLE SPRING-CHEATING!

SEGA TOURING CAR CHAMPIONSHIP

SYSTEM: SATURN
PUBLISHER: SEGA

NEW CARS AND TRACKS

(NOTE: To enter this code, you must have a Sega arcade racer plugged into port 2 on the Saturn.)

In either ARCADE mode or SATURN mode, go to the options screen, and select Key Configuration. On the arcade racer steering wheel, press X + Y + Z + START at the same time. If done right, you'll hear an engine revving. The code will enable not only a new car called the Sega Racing Proto, but the Sega rally cars, and an all new Saturn-exclusive track called Boom Town, expert mode, exhibition mode (Boom Town) and Grand Prix mode. To select the Sega racing proto, press X on the car select screen. To get the Lancia Delta from Sega Rally, highlight the Alfa Romeo and press Z. To get the Celica from Sega Rally, highlight the Toyota Supra and press Y.



NHL '98

SYSTEM: PLAYSTATION
PUBLISHER: EA

PUCK-SHAPED EASTER EGGS

Go to the Options menu and select Password to access a code entry screen. Enter any of the codes below to activate them!

CODE	EFFECT
NHLKIDS	Mini-players
BRAINY	Big head mode
BIGBIG	Giant players
STANLEY	Stanley Cup video
PLAYTIME	Huge goalies/ small players

-thanks to Ying Huo Ruan,
Brooklyn, NY



Your
#1 source
for Codes,
Strategies,
& Tactics!



1-3 Go to the Options, then configure your keys to enter in the code.



The codes above will work in either Saturn or Arcade modes.

MAXIMUM FORCE

SYSTEM: PLAYSTATION
PUBLISHER: MIDWAY

UNLOCKING THE SECRET AREAS

On the Main Menu, press SELECT, START, SELECT, SELECT, START, SELECT, SELECT, STAR, SELECT, SELECT, SELECT, then START. If done correctly, you'll see the words 'Arcade Mode' flash on the screen! Now all the secret areas that were available in the arcade version are now enabled in the game.



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MASS DESTRUCTION

SYSTEM: PLAYSTATION
PUBLISHER: ASC GAMES

OPEN ALL LEVELS!

To open all the levels available in the game, simply enter in the password: 'TTTTTTTTGP.'

Can't seem to blast your way through all the levels yourself? With this code, you don't need to!



Select Campaign and Mission



FLYLINE
USE 600000 TO CHANGE
PIECES TO A DIFFERENT
PIECE TO A DIFFERENT

ROBOTRON 64

SYSTEM: N64
PUBLISHER: MIDWAY

SETUP MENU

CHEATS

While at the Setup Menu, enter in these cheats for the desired effect.



CODE	EFFECT
00000000, C-Left,	
C-Right, C-Left, C-Right, ... 50 Lives	
000, C-Left, 0, Up, 0,	
C-Right, Up, 0, ... GameBoy Mode	
00, C-Left, 0, C-Left, C-Right,	
0, C-Right, ... Level Select	

1-3 The Setup menu codes are sure to set you on a straight path! Use them or lose them... just kidding.

GAMEPLAY CODES

At anytime during gameplay, enter in these codes for the desired, but TEMPORARY effect.

CODE	EFFECT
000000, C-Right, ... Flame Thrower	
000, C-Right, ... Four-Way Fire	
00, C-Right, C-Left, ... Radiation Spray	
00, C-Left, C-Right, ... Shield	
0000, C-Up, ... Speed Up	
00, C-Left, C-Down, ... Three-Way Fire	
Up, C-Up, Up, C-Up, ... Two-Way Fire	



Keep in mind that the weapon codes are temporary.



QUARTERBACK CLUB '98

SYSTEM: N64
PUBLISHER: ACCLAIM



ABSOLUTELY EVERYTHING

Enter these codes in at the CHEATS menu to enable the corresponding code.

CODE	EFFECT
6GBFYDF, ...	Defense have max attributes
GTNHNDS, ...	Fumble model
PWAYRNM, ...	All player attributes decreased to zero
BOWNDRV, ...	Player gets eight downs
SPRTBMD, ...	All players run into turbo mode
STYCKYHNS, ...	Hands attribute for all players to max
FRMBYFRM, ...	Slow motion mode
NBCOTKLS, ...	Tackle ball carrier disabled
SPRDRCKL, ...	Tackle always
TGHTGRP, ...	No turnovers
SPRSLYD, ...	Super slippery
SPRTMMD, ...	Max player attributes
LDSTRTRK, ...	QB throws, ball appears in receiver's hands
YNSTYNS, ...	Max discipline and awareness
BGTWSTRS, ...	Ball carrier spins until he's tackled
TRNTDLFR, ...	QB accuracy is set to zero for all QBs
LLDFSCK, ...	Defense attributes set to zero
LLDFSCK, ...	Offense attributes set to zero
BGSPROV, ...	Dive distance increased
SPRBRMS, ...	Kick 100 yards, punt 100 yards, players QB throws 100 yards
STNTXTM, ...	Access Iguala, Acclaim, AFC, and NFC for quick play
MNPLDMD, ...	Up and over dive every three seconds
PBYBYMD, ...	All players crawl
LWYSTPSS, ...	Tip the ball in air on passes
YLCTHCFB, ...	Players move like an electric football game
SNWSLDS, ...	Sled mode
LCHTSTFF, ...	Disables all cheats



1-3 How convenient! A cheat menu for your cheats!



TOMB RAIDER 2

SYSTEM: PLAYSTATION, PC
PUBLISHER: EIDOS



PRO TIPS FROM NON-PROFESSIONALS

Recently, I received two letters from readers, Andrew Sakowicz (Fayetteville, NC) and Bill Flynn (Thomaston, ME) who ingeniously took a pacifist stance during the Barkhang Monastery levels in *Tomb Raider 2*. They discovered that if you don't shoot at the Tibetan monks throughout the level, they will help Lara by dispatching her foes for her. Think of all the ammo and healthpacks you'll save! Simply lead enemies into any area with monks present and you'll be able to kick back and watch the carnage safely! But, be careful when entering a room with monks inside as they will attack Lara with just one stray bullet in their direction. Thanks go out to Andrew and Bill for finding the error in my overzealous, gun-toting ways when penning the *Tomb Raider 2* strategy guide!



TOMB RAIDER II



PADEMONIUM 2

SYSTEM: PLAYSTATION
PUBLISHER: CRYSTAL DYNAMICS/MIDWAY



ALL THE CODES

Enter these in at the Password entry screen and you'll never need to cheat again. They don't need to be reentered unless you turn off your PlayStation and you can even string them in for super goofy effects.

CODE

GETACCES Unlocks all levels
IMMDRITL 31 lives
NEVERDIE Invincibility
GENETICS Mutant mode
MAKMYDAY Weapon always equipped
HORMONES Max health
GONAHURL Camera roll
SKATBORD Bonus level access
ACIDLUDE Psychedelic textures
JUSTKIDN Monsters regenerate & never die

DUKE NUKEM 3D

SYSTEM: SATURN
PUBLISHER: GT INTERACTIVE



ALL THE CHEATS

All Weapons Pause, press Z, X, X, Z, Y, Z, Y, X, Y
God Mode Pause, press X, Z, Z, X, Y, X, Y, Z, Y
Level Select At main menu screen, press X, Y, Z, Z, Y, X, Y, Z, Y

HIDDEN MINI-GAME

Put Duke Nukem in your Saturn and if you have *Quake* saved into your Saturn's internal memory, DEATH TANK will appear on the main menu. Choose it to enter a hidden game.
- thanks to Tom LaRocca, Roanoke, VA



Need a little help with Duke?
You came to the right place.

DUKE NUKEM 64

SYSTEM: N64
PUBLISHER: GT INTERACTIVE



LEVEL SELECT

Yes! It's finally been figured out and now you can zap anywhere you want to during a game! Simply enter the CHEAT MENU code (Issue #107), then press L-shift, L-shift, C-Right, OOO, C-Left.

1-2 Enable the Cheat Menu before entering the Level Select code.



Fighters Destiny

SYSTEMS NINTENDO 64

PUBLISHER: OCEAN

DEVELOPER: IMAGINEER

COMPLETE GAINED SKILLS LIST

All ten original characters in *Fighters Destiny* have a long set of skills that they'll be able to acquire after defeating each round of the Master Challenge mode. Below is a list of each of the ten

character's "gained" skills and following are moves list for each of the secret characters! Now get out there and start kicking some butt!

BOB

Evil Hammer.....	OOB
Step Hammer.....	OB0B/OB0B0B
Combo Heel Bomb.....	BB0B
Double Horizon Chop.....	OB0B
Dry Bull Head.....	OB0BB
Combo Middle Stab.....	AA0B
JP Body Blow.....	OABBOB

JP Head Rise.....	OABBOB
Elbow Twist Right.....	OB0B
Single Heel Bomb.....	OB0B
Omega Tornado (with opponent in Piyo)	OOOB (Vs. Com only!)

RYUJI

Triple High Kick.....	OB0B
Combo High Low.....	OB0A
Continuous Three Kick.....	OAB0
Continuous Three Fist.....	BB0B
Surface Mach Punch.....	OBAB0
Surface Mach Punch 2.....	OBAA0BB
Back Mach Punch.....	OB0BB0B0B

Mach Upper.....	OB0B
Mach Kick.....	OB0AAB
Rock Crasher.....	OB0B
Shinra-Bansho-Zan (with opponent in Piyo)	OOOB (Vs. Com only!)

BORO

High Low Side Kick.....	OB0A
Joint Sky Cannon.....	OB0BB
Raising Dragon.....	OB00B
Mau-So-Kiwaku #2.....	OB00B0B
Five Back Fist.....	OB0BB0B
Plain Step Kick.....	OAB0

Plain Step Low.....	OAB0A
Rainbow Somersault 2.....	OB0B
Rainbow Somersault 3.....	OB00B
Somersault Slider.....	OAB
Elbow Upper.....	OB0BB



KEY:

cyan: hold button down to flow
into next button
+: press both buttons at the
same time

BOB

RYUJI

MEI-LING

LEON



MEI LING

Triangle Heel	00B
En-Koo-Thigh	0B
Gulin-Kaku	00A
Gulin-Ten-Kakusho	00A0BBB
Gulin-Shokyo-Shotai	00AAAA
Kim-Kaku	0A+B
Middle Kin-Ten-Kakusho	0A+BBBB0B
Kim-Ten-Kakusho	0A+BBBBBB
Kim-Shokyo-Shotai	0A+BAAAA
Butterfly Attack	0BB

Butterfly Clean	0BA
Sliding (2)	000A
Dragon Jump	AAAB
Cross Elbow	00B
Shisen-Yakuman (with opponent in Piyori)	BBABB0B
Fourth Gate Thunder Kick (with opponent in Piyori)	000B (Vs. Com only!)

LEON

Double Low Counter High	AA0B
Jolt Knuckle Blow	00B0B
Sun Knuckle	0BB0B
Outside Spike	0B
Combo Striker Arm	00BBB
Double Spin Kick	00B0B
Rainbow Riser	00B
Rainbow Riser #2	00BB
Rainbow Riser #3	00BBB

Rainbow Riser #4	00BBB
Rainbow Riser #5	00BBB
Back Knuckle Melt	0BBA
Back Knuckle Rise	0BB0B
Jackal Spin Combo 2	0B0B
Jackal Spin Combo 3	0BB0B
Super Nova (with opponent in Piyori)	0000B (Vs. Com only!)

USHI

To get Ushi, the moo cow, as a playable character, you must enter and survive Rodeo mode for longer than one minute.

Jab Shoulder	0B0
Combo Down Shoulder	BBB0B
Back Beef Kick (opponent behind you)	BBB
Back Beef Low Kick (opponent behind you)	A
Acrobatic Kick	00B
Ready for Fight (out of throwing distance)	A+B
Iron Mountain Tackle	00B

Drop Kick (while "Ready for Fight")	0B
Horn Head Gun (while "Ready for Fight")	0B
Back Surf (while "Ready for Fight")	0A
Buzzing Punch	0B
Pile Horn	0B
Dodge & Attack	0A+B
Life Long Milk	L-shift L-shift
Back Giant Swing (close behind opponent)	0000A+B

VALERIE

Double Palm Attack	0BB0B
Chutotsu-Teng-Chi Attack	0B0BA
Palm Hit Cancel	BBR-shift
Sanda-So-Teng-Kyaku	BBBA0B
Dance	0BBBA
Long Dodge & Attack	0A+B
Eagle Killer	00B
Double Upper	0B0B

Elbow Twist Thrust (opponent behind you)	B
Reshin-Kikou-Sen (opponent in Piyori)	00B
Heaven Earth Breaker (opponent in Piyori)	0000B (Vs. Com only!)

PIERRE

Infinity Spin	Rapidly tap FWD key while turning back
Double Spin Low (2)	0AA
Combo Elbow	BBB0B
Combo Crouch Kick	BBBA
Air Low Kick	00BBA
Quick Middle	00B
Crab Kick (counter)	0BB0B
Unbelievable	(opponent behind you) ... A+B
Satellite Kick (opponent behind you)	00B
Delay Satellite (opponent behind you)	00B0
Back Heel Tap #3 (opponent behind you)	0BBB
Bamboo-copter (when opponent is in Piyori)	000B
Very Mysterious Dance (with opponent in Piyori)	000B (Vs. Com only!)

ABDUL

Thrust Hell Thrust	0BBB
Fire Bell Sky	00B
Hell Jab (2)	BBB
Rapid Snake	0B0BBB
Rabbit Hell	00B
Dallah Bow	00BAA
Dallah Cheer	00BABB
Poison Hand	0B0B
Pata-Pata Attack	BBAB0A
Hell Hyakumetsu-Ken (with opponent in Piyori)	0000 (Vs. Com only!)



You'll need all of your mad skills to master the challenge of the Master Challenge... DOH!

VALERIE



PIERRE



ABDUL



TOMAHAWK

KK Blow	●BB●B
Drop Kick 2	●B●B
Stomping	●AAAA
Fight Kick	●●●●B
Low Drop Kick	●●●●A
Quick Quarter	●B
Reverse Drop Kick (opponent behind you)	●B
Throw Reserve (when out of possible throwing distance)	●●●A+B
All Savate	●AB

Power Toe	BB●B
Reserve Breaker	●●A+B (close to opponent) ●●●
Reserve Dragon	●●●A+B (close to opponent) ●●●
Reserve Atomic (close behind opponent)	●●●A+B
Reserve Giant	●●●A+B (close to opponent) ●●●
Final Bomber (with opponent in Piyo)	●●●●B (Vs. Com only)

NINJA

Avantanche Knee	●BAB
Cho-Chu-Geki	22B
Phantom Weed	●●●●●●●●B
	●A●●●●●●●●
Phantom Weed 2	●●●●●●●●B●A
	●●●●●●●●●●B
Mau-So-Kyaku	●●●●B
Evil Spread (close behind opponent)	●B

Amagake	●●●●B
Moonlike Feet	●●●●●B
Dust	●●●●
True Hidden Feet	AB●●
Armor Crack	●●●●●●B
Chidori-Uchi (opponent in Piyo)	●●●●●●B (Vs. Com only)



JOKER

To get the Joker as a playable character, you must first beat all 100 fighters in Survival Mode without continuing (not an easy feat!).

One Two Low High High	BBABBB
One Two High Low	BB●●BA
One Two High Middle	BB●●●●B
One Two High Middle Low	BB●●●●●BA
Combo Somersault	BB●●B
Middle High	●●●●B
Piece Kick	●●●●B
Force Right	●●●●●B
Head Bat	●●●●
Head Upper	●●●●B
Triple Counter Hook	●●●●●BBB
Double Jolt Low	●●●●●BBA
Elbow Right	●●●●
Somersault	●●●●
Sole Kick	●●●●●●●●
Sole Savate	●●●●●●●●B
Sole Ant	●●●●
Below Somersault	●●●●●●B
Diving Head	●●●●
Crash Slider	●●●●●A
Hip Twister(out of throwing distance)	●●●●A+B

Dodge & Attack	●A+B
Neck Hanging Tree (close to opponent)	●A+B
Choke Sleeper (close to opponent)	●A+B
P Special (close behind opponent)	●●A+B
Giant Swing (close to opponent)	●●●●●●●●A+B
Plasma Back Heal (opponent in Piyo)	●●●●
Joker Farm (opponent in Piyo)	●●●●●
Joker Arrow (opponent in Piyo)	●●●●●A+B
Joker Buster (behind opponent in Piyo)	●A+B
Fire Mill (behind opponent in Piyo)	●●●●A+B
Darkstormer (closing in on opponent in Piyo)	●●●●A+B
Volcano Cross Buster (closing in on opponent in Piyo)	●●●●A+B
Blue Star Whip (behind opponent in Piyo)	●A+B

ROBERT

To access Robert, the robot, as a playable character, you must first beat over four fighters in one minute or under in Fastest Mode.

Practice Right Punch	B
Practice Left Punch	●B
Practice Right Kick	●B
Practice Left Kick	●B
Practice Down Punch	●●●B
Piston Upper	●●●●B

Slow Side Hold Throw (close to opponent)	●A+B
Fast Side Hold Throw (close to opponent)	●A+B
Loose Neck Hanging (close to opponent)	●A+B
Tight Neck Hanging (close to opponent)	●A+B
Robert Kick (with opponent in Piyo)	●●●B

MASTER

If you want to play as the Master, you must first defeat all masters in Master Challenge and unlock each and every technique for your fighter.

Master Three Kick	●BBB
Master Two High One Middle	●BB●●B
Master Two High One Low	●BBBA
Master Back Fist	●●●●
Master Bumping Punch	●●●●
Geta Fall	●●●●
Master Guts Fist	●B
Fall Asleep	●●●●●●●●
Rising Attack	●B
Master Mach Punch	●●●●●B
Master Mach Punch 2	●●●●●●●●B
Master Trick Attack	●●●●●●●●A

Master Mach Kick	●●●●●A+B
Master Three Low Kick	AAA
Up Third Grade High	ABB
Master Sliding	●●●A
Master Low Kick	●A
Master Spiral Kick	●●●A/●A+B
Master Toe Kick	●A
Tomoe Throw (close to opponent)	●●A+B
Shoulder Throw (close to opponent)	●●A+B
Mach Shoulder Throw	●●●●●●●●
(close to opponent) A+B	
Mach Suplex (behind opponent in Piyo)	●●A+B

TOMAHAWK



NINJA



QUAKE 2

SYSTEM: PC

PUBLISHER: ID SOFTWARE



COMPLETE CHEATS

Type these in for a little headstart on the action in *Quake 2*.

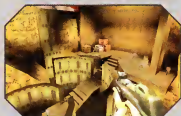
CODE	EFFECT
give all	All Items
give health	Health at 100
give weapons	All Weapons
give ammo	All Ammo
give armor	Body Armor
give body armor	Body Armor
god	God Mode
notarget	No Target Mode
noclip	No Clip Mode

All/No Ammo
100s/200b&c/50g&s&r
200
+1
N/A (on/off)
N/A (on/off)
N/A (on/off)

CODE	ITEM RECEIVED	QUANTITY
give jacket armor	Jacket Armor	1
give blaster	Blaster	1 - No ammo
give shotgun	Shotgun	1 - No ammo
give super shotgun	Super Shotgun	1 - No ammo
give machin-gun	Machin-gun	1 - No ammo
give chainsaw	Chainsaw	1 - No ammo
give grenade launcher	Grenade Launcher	1 - No ammo
give rocket launcher	Rocket Launcher	1 - No ammo
give railgun	Railgun	1 - No ammo
give bfg10k	Big Fu*kingGun10k	1 - No ammo
give shells	Shells	10
give bullets	Bullets	50
give cells	Cells	50
give grenades	Grenades	5
give rockets	Rockets	5
give slugs	Slugs	10
give quad damage	Quad Damage	1
give invulnerability	Invulnerability	1
give silencer	Silencer	1
give rebreather	Rebreather	1
give environment suit	Environment Suit	1
give ancient head	Ancient Head	1
give adrenaline	Adrenaline	1
give bandolier	Bandolier	1
give ammo pack	Ammo Pack	1
give data cd	Data CD	1
give power cube	Power Cube	1
give pyramid key	Pyramid Key	1
give data spinner	Data Spinner	1
*give airstrike marker	AirStrike Marker	1
*give blue key	Blue Key	1
*give red key	Red Key	1
*give security pass	Security Pass	1
*give commander's head	Commander's Head	1
*give power shield	Power Shield	1
*give armor shard	Armor Shard	1
*give combat armor	Combat Armor	1

*These eight commands are not activated by the 'give all' command and must be entered in separately.

- Thanks to Jeffery Horne



FIND OUT

Saturnworld
Shining Force 3
Announced in the
United States

UGP Online
First Dune 2000
Shots & the
Full Story

First Resident Evil 2
PC Screen Shots



Imagine
Games
Network

JET MOTO 2

SYSTEM: PLAYSTATION
PUBLISHER: SCEA

OPEN ALL TRACKS!

Follow these ten steps in order to access each and every track (including the alternate ones). Yup, you heard me right, gang.

- #1: Select Master difficulty and 5 laps per race at the Options screen, then press START to go back to the Title Screen. Now press X on L1 Dave at the 1-player character select screen, then press Triangle to go back to the Title Screen.
 - #2: At the title screen, press **OOOO R2 R1 L2 L1** in four seconds or less.
 - #3: At the Options screen, set the laps per race to 3.
 - #4: Go to the 1-player character select screen and press X on Wild Ride, then go back to the title screen.
 - #5: At the title screen, press **OOOO Square R2 Circle L2** in four seconds or less.
 - #6: At the Options screen, select Amateur difficulty and turn Turbos off, then go back to the title screen.
 - #7: At the 1-player character select screen, press X on Bomber, then return to the title screen.
 - #8: Press **OOOOOOOO** in four seconds or less.
 - #9: At the Options screen, select Professional difficulty and turn the Turbos back on.
 - #10: Finally, press **R2 R1 L1 L2 R2 R1 L1 L2** at the title screen in four seconds or less.
- You should now have access to all tracks in Practice Mode!

RACE AS ENIGMA!

To race as the boss character, Enigma, first head to the Options screen and select Master difficulty and 6 laps per race. Now return to the Title Screen and press **Circle Square Circle Circle L1 R1** in four seconds or less. You should hear a noise to confirm your code entry. Now choose Enigma from the 1-player character select screen!

-Denny Kim, Brooklyn, NY



WCW NITRO

SYSTEM: PLAYSTATION
PUBLISHER: TH-Q

WRESTLE THESE!

For Big Head Mode, at the Mode Select screen press **R1, R1, R1, R1, R1, R1, R1, R2, Select**.

In the Options Menu press **R1, R2, R1, R2**, then **SELECT**, in order to choose which ring you'd like to fight in. From now on, each time you press the **SELECT** button, the ring will advance by one.

COOE MONKEY

BANANA FOR BARTER

Think of this as a call to arms, of sorts... um... OK, maybe not. But since everyone has been so incredibly helpful with the 1/35 soldier 'dilemma' in *Final Fantasy VII*, let's see what you know about *Monster Rancher*! Currently, I've figured out how to get every single goofy monster possible in the game, but I haven't been able to get the Ghost/Ghoul creature that I've heard so much about! If you've been blessed with one of these rare monsters and know



exactly how you did it, would you be so kind as to share your wisdom with a lowly rancher like myself? Punctual and selfless creature breeders will be awarded with my undying appreciation and a spot of recognition in All Access. And those who have codes that go above and beyond the call of duty, send them into *ULTRA Game Players*, c/o Code Monkey, 150 N. Hill Drive, Brisbane, CA 94005. Or email me at <creyes@ultragp.com>.

All PlayStation, N64 and Saturn *Code Monkey* winners will receive a *GameShark Videogame Enhancer* provided courtesy of the nice people at Interact Accessories, Inc. Yes, the N64 *Game Shark* is finally here! Of course, PC owners still won't get jack! No, no, still kidding. PC owners will receive a prize of equal or greater value than a *GameShark* at the discretion of *ULTRA Game Players*.

COOE MONKEY WINNERS!

GAME: TOP GEAR RALLY
SYSTEM: N64
PUBLISHER: MIDWAY

GAME: RED ASPHALT
SYSTEM: PLAYSTATION
PUBLISHER: INTERPLAY

CODE MANIA

Enter these codes in at the Arcade Menu. The effects will only be enabled in Arcade Mode, except for Rainbow Mode which must be entered during a game.

CODE	EFFECT
C-down Z B OOO	Rainbow Mode
A OO C-down A O Z	Access all cars
A OOOO Z.....	Access all tracks
OO Z B A OO	Access Helmet car
B B A OO C-down A O	Beachball car
C-down O B O A C-down A O	Ice Cube car

-Ray Abriam, San Jose, CA

REDDER IS BETTER

While playing a game, press START to pause then press and hold R1 and R2. While holding those buttons, enter any of the following codes!

CODE	EFFECT
OOOO Triangle Square Circle X.....	Invincibility
OOOO Square Triangle Circle X.....	Infinite Weapons
OOO Circle Circle Circle.....	Unlimited Nitros

While at the Main Menu, press and hold R2 and L2 for the Boss Cars code, then simply L2 for the Unlimited Cash code while entering them.

CODE	EFFECT
OOOO Square Circle X Triangle.....	Boss Cars
OOOO Square Square Circle Circle.....	Unlimited Cash

-John A. Reynolds, Doylestown, PA





GAMESHARK CODES

PSX

BUGRIDERS

Infinite Time..... 800c84e40015

COURIERA CRAISIS

Infinite Time..... 800a16740000
800a16a40000
800a183a0000
800a9e0c0000
800aa6d90000
800aa7380000
800aa73c0000
Infinite Health..... 800a12200000
800a14e80000
800a17a40000
800a17a60000
Infinite Cash..... 800ad1b4ffff

DRAGON BALL GT

Infinite Health P2..... 800728bc0188
Infinite Power P2..... 800728be00c4
No Health P1..... 800728400000
No Power P1..... 800728420000
No Health P2..... 800728bc0000
No Power P2..... 800728be0000

GHOST IN THE SHELL

Have All Movies..... 801127360001
801127380001
8011273a0001
8011273c0001
8011273e0001
801127400001
801127420001
801127440001
801127460001
801127480001
8011274a0001
8011274c0001
8011274e0001
801127500001
801127520001
801127540001

GOLDEN NUGGET

Infinite Cash..... d000857c00ff
801e26a2ffff

LOST WORLD: JURASSIC PARK

23 Lives..... 80015fe40000
80015fe60000

MAXIMUM FORCE

Infinite Credits P1..... 8006a1300009
Infinite Credits P2..... 8006a1340009
Infinite Health P1..... 8006e7f00004
Infinite Health P2..... 8006e8800004

RESIDENT EVIL 2

Note: Do not equip any weapons to the secondary characters in this game. This will cause the game to lock up and may cause loss of Game Save information. Codes for Leon are specifically for Leon and not to be used with Ada. Codes for Claire are specifically designed for Claire and not for use with Sherry. If these items show up within the secondary character's menu do not equip them. The game will not lock up if they are in the menu, but will lock up if they are equipped.

The Leon Codes (FOR LEON ONLY)

Infinite Health..... 800c7e7a 00c8
(do not use this in conjunction with the next code!)

L1+L2 Health Restore..... d00c46c0 0005
800c7e7a 00c8

L1+Square For Shotgun..... d00c46c0 0084
800ccb68 007

L1+Triangle For Magnum..... d00c46c0 0014
800ccb68 005

L1+X For Custom Magnum..... d00c46c0 0044
800ccb68 006

L2+Square For Submachine Gun..... d00c46c0 0081
800ccb68 007

L2+Triangle For Custom Shotgun..... d00c46c0 0011
800ccb68 008

R2+Square For Gatling Gun..... d00c46c0 0082
800ccb68 0112

R2+Triangle For Flamethrower..... d00c46c0 0012
800ccb68 0110

R2+X For Rocket Launcher..... d00c46c0 0042
800ccb68 0111

Start W/ Bishop Plug In Crate..... d00aac8c 1000
800ccc78 013b

Start W/ Cabin Key In Crate..... d00aac8c 1000
800ccc50 0158

Start W/ Colt S.A.A. In Crate..... d00aac8c 1000
800ccb8d 00d

Start W/ Cord In Crate..... d00aac8c 1000
800ccc80 0156

Start W/ Custom Handgun In Crate..... d00aac8c 1000
800ccb94 00d

Start W/ Custom Magnum In Crate..... d00aac8c 1000
800ccb9c 006

Start W/ Custom Shotgun In Crate..... d00aac8c 1000
800ccb94 008

Start W/ Eagle Medal In Crate..... d00aac8c 1000
800ccc50 0148

Start W/ Flamethrower In Crate..... d00aac8c 1000
800ccb00 0110

Start W/ Fuse Case In Crate..... d00aac8c 1000
800ccc7c 014d

Start W/ G-Virus In Crate..... d00aac8c 1000
800ccc58 0152

Start W/ Gatling Gun In Crate..... d00aac8c 1000
800ccb98 0112

Start W/ Ink Ribbons In Crate..... d00aac8c 1000
800ccc90 011e

Start W/ King Plug In Crate..... d00aac8c 1000

WHAT

Next Generation
First Details of Sega's
NEW 64-bit system
(KATANA)

Exclusive First Story
on Gathering of
Developers

PSM Online
First Bushido Blade
Movies on the Web

Exclusive Two-Part
Interview with Core's
Managing Director
Jeremy Smith



Imagine
Games
Network

STEEP SLOPE SLIDERS

SYSTEM: SATURN

PUBLISHER: SEGA

BONUS MINI GAME

In order to get this code to work, you must first race as all original eight 'sliders' on one course before you try it. At the 'Press Start Screen', press and hold L, R, X, Y, Z, B, and C. Continue holding them and press START. Now select Options with the A button, then select Exit in the options menu and press A again. If you manage to do this all correctly, you'll come to the title screen where you can start an 8-bit looking mini-game.

COSTUME CHANGES/COLORS

When selecting your 'slider', press and hold X + Y + Z, then press either A or C to select them.

HIDDEN COURSES

Hold L & R when selecting the following courses for the alternate hidden tracks.

ORIGINAL COURSE HIDDEN COURSE

Extreme 00.....	Asteroids
Extreme 01.....	Artificial Valley
Extreme 02.....	South Pole
Extreme 03.....	Astro Pipe

SUNSET SLIDERS?

If you have the 'Time Progress' option disabled in the options menu, you can pick the time of day that you wish to race at. To do this, choose your character, then immediately press and hold these buttons before the Now Loading screen pops up and continue holding them until the game begins.

BUTTONS TO HOLD TIME OF DAY

Z, O, and A.....	Morning
Z, O, and A.....	Sundown
Z, O, and A.....	Night

The Bonus Mini-game can be accessed with a code from the Title Screen. It's hilarious, so check it out!

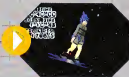


HIDDEN CHARACTERS - SET 1

SECRET CHARACTER HOW TO GET THEM

Bald Guy.....	Get the Best Stunt score on the Half Pipe course.
Boy.....	Get the Best Time of Extreme 02 course.
Hero.....	Get the Best Stunt score on the Stunt course.
Alpine Racer.....	Get the Best Time on the Alpine course.

Secret characters range from wacky to cool. Sonic in a skirt?



SET 2

To get this code to work, you must first race all original eight 'sliders' (four original, four extra characters) on one course! Choose any character from the first character select screen by pressing either L or R (depending on the secret character you want) and keep holding it until you choose your secondary character from the next screen.

CHOOSE WHO HIDDEN CHARACTER BUTTON HELD

Bald Guy.....	Dog.....	L-shift
Young Boy.....	Glasses.....	L-shift
Hero.....	SpaceCraft.....	L-shift
Alpine Racer.....	Buggy.....	L-shift
Bald Guy.....	Penguin.....	R-shift
Young Boy.....	Lolita.....	R-shift
Hero.....	SpaceCraft.....	R-shift
Alpine Racer.....	Main hidden game guy.....	R-shift

All of the alternate tracks allow for maximum hang time! Don't miss out on the alternate race times as well.



MICROMACHINES V3

SYSTEM: PLAYSTATION

PUBLISHER: MIDWAY

COMPLETE CODE WACKINESS

Enter these codes in at the Name Entry screen. If entered correctly, a siren will sound to confirm code entry!

NAME	EFFECT
CATLIVES.....	Nine lives in one-player mode
GIMMEALL.....	Access all tracks in multi-player mode

Enter the name codes at this screen. All other codes must be entered during play.

Try these on at anytime during gameplay by pressing START to pause, then enter in the code.

CODE	EFFECT
00000000.....	Change car to any object
Circle, Triangle, Square, X, Circle, Triangle, Square, X.....	Slow Cpu Cars
00, Square, Circle, 00, Square, Circle.....	Camera behind Car
Square, X, Circle, Square, Triangle, X, X, X, X.....	Double Speed
Square 00000000.....	Bouncy mode



800cc6c 013e
 Start W/ Knight Plug In Crate d00aac8c 1000
 800cc70 013d
 Start W/ Lab Card Key In Crate d00aac8c 1000
 800cc44 0161
 Start W/ Lockpick In Crate d00aac8c 1000
 800cc48 0130
 Start W/ Magnum In Crate d00aac8c 1000
 800cc98 f05
 Start W/ Master Key In Crate d00aac8c 1000
 800cc40 0162
 Start W/ Platform Key In Crate d00aac8c 1000
 800cc3c 0163
 Start W/ Precinct Key In Crate d00aac8c 1000
 800cc4c 0159
 Start W/ Red Jewel In Crate d00aac8c 1000
 800cc88 0133
 Start W/ Rocket Launcher In Chest d00aac8c 1000
 800ccbb4 f11
 Start W/ Rook Plug In Crate d00aac8c 1000
 800cc74 013c
 Start W/ Shotgun In Crate d00aac8c 1000
 800ccbe0 f07
 Start W/ Small Key In Crate d00aac8c 1000
 800cc8c 031f
 Start W/ Special Key In Crate d00aac8c 1000
 800cc54 0153
 Start W/ Submachine Gun In Crate d00aac8c 1000
 800ccbac f0f
 Start W/ Unicorn Medal In Crate d00aac8c 1000
 800cc64 0147
 Start W/ Wolf Medal In Crate d00aac8c 1000
 800cc5c 0149

The Claire Codes (use only as Claire!)

Infinite Health 800c7c42 00c8
 (do not use in conjunction with following code)
 L1+L2 Health Restore d00c623c 0005
 800c7c42 00c8
 L1+Triangle For Grenade Launcher d00c623c 0014
 800cc90 f109
 L1+X For Grenade Launcher (Fire) d00c623c 0044
 800cc930 f10a
 L1+Square For Acid Launcher d00c623c 0064
 800cc930 f10b
 L2+Triangle For Bowgun d00c623c 0011
 800cc930 f10c
 L2+X For Colt S.A.A. d00c623c 0041
 800cc930 f10d
 L2+Square For Spark Shot d00c623c 0081
 800cc930 f10e
 R2+Triangle For Submachine Gun d00c623c 0012
 800cc930 f10f
 R2+X For Rocket Launcher d00c623c 0042
 800cc930 f11
 R2+Square For Gatling Gun d00c623c 0062
 800cc930 f112
 Start W/ Ink Ribbons In Crate d00a4fca 1000
 800cc5 8f1e
 Start W/ Small Key In Crate d00a4fca 1000
 800cc54 031f
 Start W/ Red Jewel In Crate d00a4fca 1000
 800cc50 0133
 Start W/ Cord In Crate d00a4fca 1000
 800cc4c 0156
 Start W/ Fuse Case In Crate d00a4fca 1000
 800cc48 014d
 Start W/ Bishop Plug In Crate d00a4fca 1000
 800cc44 013b
 Start W/ Rook Plug In Crate d00a4fca 1000
 800cc40 013c
 Start W/ Knight Plug In Crate d00a4fca 1000
 800cc3c 013d

Start W/ King Plug In Crate d00a4fca 1000
 800cc38 013e
 Start W/ Unicorn Medal In Crate d00a4fca 1000
 800cc34 0147
 Start W/ Eagle Medal In Crate d00a4fca 1000
 800cc30 0146
 Start W/ Wolf Medal In Crate d00a4fca 1000
 800cc28 0149
 Start W/ G-Virus In Crate d00a4fca 1000
 800cc22 0152
 Start W/ Special Key In Crate d00a4fca 1000
 800cc24 0153
 Start W/ Cabin Key In Crate d00a4fca 1000
 800cc20 0158
 Start W/ Precinct Key In Crate d00a4fca 1000
 800cc1c 0159
 Start W/ Lockpick In Crate d00a4fca 1000
 800cc18 0130
 Start W/ Lab Card Key In Crate d00a4fca 1000
 800cc14 0161
 Start W/ Master Key In Crate d00a4fca 1000
 800cc10 0162
 Start W/ Platform Key In Crate d00a4fca 1000
 800cc0c 0163
 Start W/ Grenade Launch In Crate d00a4fca 1000
 800cc95c f109
 Start W/ Launcher (Fire) In Crate d00a4fca 1000
 800cc960 f10a
 Start W/ Launcher (Acid) In Crate d00a4fca 1000
 800cc964 f10b
 Start W/ Bowgun In Crate d00a4fca 1000
 800cc968 f10c
 Start W/ Colt S.A.A. In Crate d00a4fca 1000
 800cc96c f10d
 Start W/ Spark Shot In Crate d00a4fca 1000
 800cc970 f10e
 Start W/ Submachine Gun In Crate d00a4fca 1000
 800cc974 f10f
 Start W/ Rocket Launcher In Crate d00a4fca 1000
 800cc978 f11
 Start W/ Gatling Gun In Crate d00a4fca 1000
 800cc97c f112



YOU'VE BEEN MISSING

IGN64.com
 70-Story Coverage
 of Nintendo's
 Space World

Zelda - Everything
 You've Always
 Wanted to Know



Imagine
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GAME SHARK
VIDEO GAME ENHANCER

GAME SHARK CODES

PSX

BEASTWARS

Start Button For Health Restore ... 800d4e3c0020
800d33dc1518

BRAVO AIR RACE

Infinite Time ... 801de69c1693

FELONY 11-79

Infinite Damage ... 8009ae640000
Infinite Time ... 800a34180001
801ffac02be
8009ac0f0001
Invisible Vehicle ... 800a2ddc9b47
800a2dec59e2
Score 0 Points ... 8009ae080000
8009ae0a0000
Score Millions ... 8009ae080000
8009ae0a00ff

NBA FASTBREAK '98

Home Team Score 0 ... 800eb2300000
Home Team Score 150 ... 800eb2300096
Away Team Score 150 ... 800eb2340096
Away Team Score 0 ... 800eb2340000
Infinite Creation Points ... 8016880c01c2

NBA LIVE '98

Away Team Score 0 ... 8007f5760000
Home Team Score 0 ... 8007e1140000
Away Team Score 150 ... 8007f5760096
Home Team Score 150 ... 8007e1140096

NCAA FOOTBALL '98

Infinite Creation Points 1 ... d00d1de00032
800d1ddc0000
Infinite Creation Points 2 ... d00d1de00032
800d1ddc0000
Infinite Creation Points 3 ... d00d1de00032
800e1a640064
Infinite Creation Points 4 ... d00d1de00032
800e1a663402
Away Team Scores 0 ... 801020680000
Home Team Scores 0 ... 801020680000
Away Team Scores 99 ... 801020680063
Home Team Scores 99 ... 801020680063

ONE

Infinite Lives ... 8010ba8c0005
Infinite Ammo ... 8010ac3c00ff
8010bd4800ff

PARAPPA THE RAPPER

Always Rap Cool ... 801c368e0000
Always Score 999 Points ... 801c367003e7

TIME CRISIS

Low Course Time ... 800b1dbc0010
800b1df80010

TOMB RAIDER 2

Infinite Flares ... 80088aae000a

TREASURES OF THE DEEP

Infinite Cash ... 80040bc200ff

TRIPLE PLAY '98

Infinite Creation Points ... 800604b60000

Score absolutely no
points in NBA Live '98!



SATURN

MASS DESTRUCTION

Master Code ... 8600914c305
b60028000000
Hi-Explosive Cannon ... 1600659a0100
Infinite Hi-Explosive Shells ... 16006598270f
Mine Bay ... 160065a60100
Infinite Mines ... 160065a4270f
Mortar ... 160065a00100
Infinite Mortar Shells ... 1600659c270f
Torus Bombs ... 160065ac0100
Infinite Torus Bombs ... 1600659c270f
Flame Thrower ... 1600659c2010
Infinite Flame Fuel ... 160065b0270f
Guided Missile ... 160065b00100
Infinite Guided Missiles ... 160065b6270f
Infinite Armor ... 1600653a1770
Infinite Time ... 1605ecd90007

NBA LIVE '98

Master Code ... 8600914c305
b60028000000
Home Team Scores 0 ... 160a7f220000
Away Team Scores 0 ... 160a7f9c0000
Home Team Scores 150 ... 160a7f220096
Away Team Scores 150 ... 160a7f9c0096

SONIC R

Master Code ... 8600914c305
b60028000000
99 Rings ... 1600b3000e63
Place 1st in Grand Prix Race ... 1600b4340001

STEEL SLOPE SLIDERS

Master Code ... 8600914c305
b60028000000
Infinite Time ... 1607fee60110
Extra Points ... 1608085600ff

N64

AUTOMOBILI LAMBORGHINI

Extra Vehicles ... 800985c30001
800985c50001
800985c70001
800985cb0001
800985cd0001
800985cf0001

BOMBERMAN 64

Infinite Lives ... 802ac6270063
Stop Timer ... 802ac6430000
Infinite Credits ... 802ac62b0063
Gems ... 802ac62f0063
Battle Mode 'In The Gutter' Stage ... 802ac61f0006
802ac7030006
Battle Mode 'See Sick' Stage ... 802ac61f0007
802ac7030007
Battle Mode 'Blizzard Battle' Stage ... 802ac61f0008
802ac7030008
Battle Mode 'Lost At Sea' Stage ... 802ac61f0009
802ac7030009

MULTI RACING CHAMPIONSHIP

Infinite Time ... 80094e970064
00094e97000a
Low Course Time ... 8009483b0000
Always Place 1st ... 800a960f0000

PILOT WINGS

Infinite Fuel Gyrocopter ... 803628210081

SAN FRANCISCO RUSH

GS Button for Extra Track ... 861000500006

WAVE RACE

Maximum Power ... 801c27c70005
R Shoulder Turbo Boost ... 801c27c70005
d01540510010
801c27c70020
Infinite Course Out Time ... 801c298300ff
99 Points ... 801c0b030083

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Sonic R!



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Bomberman 64!



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San Francisco Rush!



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NETWORK

PLUG-IN @ WWW.ULTRAGP.COM

WELCOME TO OUR NEW AND IMPROVED NETWORK SECTION! THE SCREAMING CRAYONS HAVE COME UP WITH A WHOLE NEW LOOK AND YOU'VE ALL DONE YOUR PART BY COMING UP WITH A WHOLE BUNCH OF REALLY INTELLIGENT LETTERS... WELL, OK, WE LIED ABOUT THAT LAST PART. WE'D ALSO BE LYING IF WE SAID THAT WE'D ABANDONED ALL OF OUR GOOFY RESPONSES, SO ACTUALLY, NONE OF US HAVE TO FEEL GUILTY, RIGHT?

So WHAT DO YOU SAY?
LET'S GET RIGHT IN THERE AND
KICK SOME BUTT!

YOU SHOULD WRITE US. YOU
SHOULD WRITE US, OR ELSE...
HEH, HEH, HEH...

Network Connections of, uh...
ULTRA GAME PLAYERS
150 North Hill Drive • Brisbane, CA. 94005

HEARTBREAKER

Kudos, Love God! I read about how you helped Michael Jordan, so I thought you could help me. There is a girl who is in a higher grade than I am, and we are pretty good friends. I have gym with her also. Now I asked her out and she said yes, but with a few conditions, like she could still flirt with other guys and not have to tell people that she is going out with me. She called me and asked me if I still wanted to go out with her. What should I do?
Bobby Ford
Amarillo, Tx

MIKE: The love doctor is in the house and he's got a prescription for you. When you're running a fever for an older woman, you have to keep an eye on the symptoms. First, she is obviously embarrassed to be with you and has no plans to start up any kind of relationship. Now if times are desperate for you, then forge ahead on this date and woo her with your endless charms. Of course, if you don't have endless charms or any charm whatsoever, then expensive gifts are a suitable alternative. However, if you've got other options, this filly is best left alone.

By agreeing to her terms, you become a desperate fool and there are no women who want to date someone who is desperate. In reality, all men are desperate and hopeless, but the key is to feign confidence so THEY never find out just how sad we really are. My final prognosis is to turn her down, ignore her in gym class and talk to every girl in the class. She'll soon realize how utterly cool you are and beg you to take her out.



HOT MAMA

How many letters do you receive from mothers? Well I'm a mom writing you because I feel I somewhat know you and maybe you should get to know me. How do I know you? Because my son (Jason, age 15) waits with bated breath each month for your magazine and then disappears into his lair, where all you hear is maniacal laughter from behind his door. When he does emerge, he begins to regale me with selected sections of your mag. Starting always with the letter section first, then game preview & reviews, then game ideas (?) & finally the piece de resistance and my personal fave, the Jaded Gamer. Somehow, I don't get the same response from him when I try to share my naps, I wonder why? Oh well, kudos to you for helping me be a cool mom.
Bailey
Laguna Niguel, Ca

BILL: Gee, Bailey, it's always nice to get a letter from a Mom that doesn't start with 'What the hell are you doing to my kid?!'.

I'm glad you like the Jaded Gamer and all the rest of our mag. Let me help you understand why Jason doesn't share your enthusiasm for your magazines. Do any of the mags you read have stories about videogames, or pictures of ruble young women in swimsuits or less? I suspect that may be your problem. I recommend you get a subscription to *Huge Hootered Videogame Vixens*. I'm pretty sure he'll ask to 'share' your mag more often!

TREE HUGGER

You bloody bastards, I want my 1/4 inch back. You thought no one would notice, eh? I know of your evil plans. Issue #102 was 10 1/4 inches tall. Then issue #103 shrunk down to 10 inches. What evil plans do you have with all this extra paper you're saving, eh? Bring back my 1/4 inch!
Nicholas Hartung
Auburn, Wa

HEY, BABY...
TAKE A RIDE
ON THE SALMON
EXPRESS...



150 North Hill Drive
Brisbane, CA 94005

EXCLUSIVE!
Subscriber's
newsletter

Fools Follies

Even the UGP Staff has its foolish moments!

We aren't quite foolish enough to make it onto the list of the ten biggest fools, but each member of the UGP Staff has their own tale of dopiness. Read on only if you can live with the notion that we aren't perfect.

Bill - Being a lifelong Raiders fan, Bill knows of foolish endeavors. But none ranks as high as his matrimonial faux pas. What's his mistake, you

ask? According to Bill, getting married was the mistake, one he vows to never make again (sorry, ladies).

Mike - I cut my hair, got engaged, and started taking life seriously. I'm no longer cool, have been forced to stop dating, and realized that I hate 'serious'. Ah well, there is always next year.

Fran - She writes 75% of every issue we put out and gets paid half the salary. To compound

her idiocy, she actually loves her job.

Frank - In a moment of weakness (and the only way the U.S. would let him back in the country) Frank agreed to be a White House intern for two weeks. It still chokes him up just thinking about it.

Roger - When one leads a life of foolishness to the scale that Roger has maintained for his life, it's difficult to pick out one moment of stupendous stupidity.

Drinking a full shot glass full of Dave's Insanity Hot sauce for \$25, then being unable to feel his extremities for over a month is just a classic example of the type of blunders Roger performs on a daily basis.

Screaming Crayons - Our Art Staff decided to go out dancing one night and somehow they all ended up at a strip club. We can't divulge what happened, but let's just say that the waiters there all take their orders in crayon now...

MIKE'S TOP TEN!

"A CELEBRATION OF THE GREATEST
FOOLS OF THE YEAR"

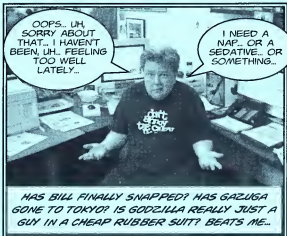
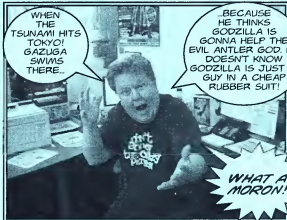
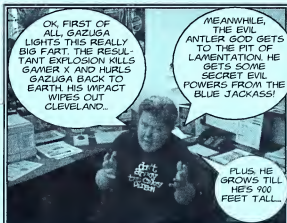
UGP's Top Ten April Fools

10. Chris Webber - OK, you've got a big bag of weed in your car on the way to practice at 9 A.M. I'd have to say speeding is just a real bad idea.
 9. Monica Lewinsky- This chubby intern would've soared higher on the list if it wasn't for the fact that she is now famous. Rare combination of mouth as large as butt is her undoing.
 8. Oasis - Why? English rock band that just won't shut up or go away. You'd think they possessed some sort of talent, the way they talk.
 7. Latrell Sprewell - Physically attacking your coach is never a good idea. Having the audacity to claim the punishment is too severe is just moronic.
 6. John Tesh - He hasn't done anything especially stupid lately, but he's a given in any list of fools.
 5. Bill Gates - It's bad enough he named his company after his 'unit', now he has to clean custard pie off his face as well.
 4. Frank Gifford - Managed to lose a great job and keep a horrible wife. Talk about things going the wrong way.
 3. Saddam Hussein - What is he thinking? Didn't we just kick his arse a couple years back? Apparently this megalomaniac just never learns.
 2. Bill Clinton - He can balance the budget and run the country, yet is unable to control the first 'unit'. Being unfaithful is immoral, but the foolish part is the quality of women he's seeing. The leader of the free world should at least be able to score a Spice Girl.
 1. Hillary Clinton - Still standing by her husband and proclaiming his innocence while he off 'interviewing' another wolv intern.

THE RINSING

EPISODES FOUR, FIVE AND SIX — APOLOGIA!

Well, this is gonna get kinda ugly. Bill was supposed to have a whole bunch of Rinsing stuff ready by this time and he just didn't get around to doing it. Let's listen in while he explains his sorry self, shall we?



FRANK: The extra 1/4 inch has gone towards saving the environment. Seriously. Cutting down paper size means that we save trees — and quite a lot of them. One day, magazines will be made of plastic. Until then, you're doing your wee bit for the world's future.

LOST CAUSE

I have a Saturn and I love it. I've been reading your magazine for a long time and I've noticed that there aren't too many Saturn games advertised. I think the Saturn is a great system, but a lot of other people don't. I was wondering if you could feature a special Saturn section in one of your upcoming magazines. Maybe then people will see that Saturns are not so bad. Ricky Pryor
Cleveland, OH

ROGER: Amrrrr! Don't you get it Ricky? It's too late! I, like you, am a big Saturn fan, but there simply aren't enough games in development for it. With some retailers blowing out their Saturn inventory at prices as low as \$5.00 per game, the writing is on the wall. It's time to start saving for Sega's next system, the Katana. I just hope this rumored mid-'99 release date for the system isn't too late for Sega.

DO THE TWIST

I just bought this magazine because of the cheat codes for *Tomb Raider II*. When I got home I tried it and it didn't even work. I was so mad! I was wondering if I made a mistake or you wrote the code wrong. The code was: the Ultimate Weapon and Ammo cheat. It said 'Have her step left, step right, then step left. Next, step backwards, then forwards, turn around three times and then jump backwards with a twist (so that you are facing in the opposite direction)'. May I ask how you do a TWIST? Heather Beyer
Marville, NJ

FRANCESCA: I've had a few other readers ask the same question, Heather, and I've checked the codes to find out that they are correctly printed. The main stumbling block for

most people unable to get the code to work is the jump-twist. It's a little tricky to pull off, but believe me when I say that you must master it in order to get through later levels. What you have to do is press the jump button and O-pad in the direction you need to jump, at practically the same time as the roll button. It requires a little timing, but if you keep practicing, you'll be able to jump-twist in any direction.



LIGHT A MATCH

So I'm playing the practice part of *Tomb Raider 2*, just messing around, when her butler clearly and distinctly FARTS. And then he says, 'Ooo!' At first, I thought this was just my imagination working overtime, but then my brother heard it and laughed so hard he had his own gas episode. So then I showed it to Lord James, and he even thinks he's farting. I know that someone else has noticed it and was afraid of saying something and looking like an idiot. Well, I'm here to say that I AM NOT AFRAID TO LOOK LIKE AN IDIOT! This man is farting up a storm, and everyone who doesn't give a wet slap say AYE! Claire the Sexual Dentist
Lost in the Ozone

BILL: You know Claire, I believe you may be right on this one. I've been in that practice mode before and have distinctly heard someone let fly with La Petomeine. Good thing no one's come up with a Smello chipset, right? Damn that butler!

Just look at the sick game ideas we get here at UGR... cool, huh?



BRAIN DEAD

Where were you guys? I was waiting in the parking lot for more than four hours with Abraham the killing machine. I guess I wasted my money on those brass knuckles and baseball bats. I was ready for a war. If I were you guys I wouldn't have shown up either, showing up would have been instant death for all of you. Well I think we should call a truce between us so nobody gets hurt. Tommy Bittorf
Fort Nelson, Canada

BILL: What the hell do you mean, where were we? We were there! Where were you? We drove around that parking lot for hours looking for you guys. I thought Moses was gonna have a stroke. He kept pertering the parking lot, he was so mad! I don't blame him. You know how hard it is to smuggle zip guns, knives, blades and bike chains into Canada? We had to tell the border guard that we were beaver trappers. Of course, that worked like a charm. You Canucks will believe anything. Anyway, the only people we saw were these two little kids hiding behind a dumpster. They were crying. Was that you guys? Anyway, it wasn't a wasted trip... we did catch four beavers and now we're gonna make beaver-skin gang jackets! Pretty cool, huh?

BLESS YOU!

Bill, just what is your favorite brand of beer? Tell me so I can send you a case. P.s. Who the hell are the screamers crying? Will they replace Frank? Beer Man
Some Brewery

BILL: It's about time someone wrote me an intelligent letter! Let's get down to business. I like Beck's or Harp. Both are fine beverages, brewed in the European tradition. I don't care too much for American beer, 'cuz they're too much like making love in a canoe. Uh... but you'll have to figure that one out all by yourselves...

The Team

WHAT'S ROUND AND GOES 'CLICK, CLICK, CLICK'?

FRANK O'CONNOR

Aye, Bill lad, are ye making up the horrid jokes again? It's not right...



MIKE SALMON

I don't know... Is it important? I've got a hot date right now. I'll get back to ya later...



ROGER BURCHILL

Sounds like you've got a problem with your muffler bearing. It's also ruining your gas mileage...



FRANCESCA REYES

What? Can't you see I'm busy? I don't know what the hell you're talking about!



BILL O'DONOHUE

Well, that's the last time I try one of those Zen Existential jokes... Sheesh!



The Jaded Gamer

You know, it just dawned on me that graphics always get the lion's share of attention when it comes to games, but I don't think we've ever talked in depth about game music, which is another really important factor in setting the mood. Of course, when we were kids, we knew all about mood music...

Whenever Big Jeff, Little Jeff, Twiggy, Mario and I used to get together, back in Jamestown, NY, we always sang the Marine Corps hymn. Why? Well, aside from the fact that it was a pretty cool tune, and it was one of the few songs we all knew, it was fun hearing Mario sing it with his Italian accent. We'd sing it at birthday parties, we'd sing it while playing football. (Don't laugh! It used to bug the hell out of our opponents...). We'd sing it on the school bus. Hell, we'd even sing it as we marched 'through my sisters' tea parties, wreaking havoc on the way. Of course, that's how all the trouble began...

My sisters and the neighborhood girls were getting mighty tired of the way we'd always wreck their girly stuff, so they decided to form a secret society to deal with it. Of course, they had a secret song, too.

They'd all get together, wearing those little old lady hats; you know, the kind with the veil that hangs in front of your face, and carrying real big purses, which we suspected they'd packed with rocks. Then they'd all march along, swinging their satchels of death and singing 'We are the girls of the Old Fashioned Ladies Club! Bop! Bop! We hit them on the head!' It wasn't a very catchy number. In fact, the first time we heard it, we all stopped singing the Marine Corps hymn and broke up laughing, but after being hit over the head a few times with a purse full of rocks, we quickly changed our tune. Soon, the very order of Nature was upset, as the Old Fashioned Ladies Club reigned supreme in the neighborhood. But like the commercial says: 'It's not nice to fool Mother Nature...'

Only Big Jeff and I witnessed the miracle. We were tired of being wal-

loped with those damn purses, so we crawled behind a bush next to the OFLC meeting and tried to figure out when their next attack would occur. Suddenly, a large flock of birds settled down on a phone wire over the OFLC meeting. As if on command, three or four birds let loose a barrage of excretory death unrivaled in history! The Old Fashioned Ladies Club scattered, covered in guano and screaming at the top of their lungs. All their hats and purses had to be tossed away, ending the reign of terror!

EVERYBODY SING! FROM THE HALLS OF...

Later on, us guys got together and made up a new song about the blessed event. It was a way cool song, but I can't share it with you here. A lot of the lyrics rhymed with, uh... spit...



JADED GAMER...

Although The Jaded Gamer has been known to sing in the shower, he doesn't sing the Marine Corps hymn any more. Nowadays, he cleans up to the tune of 'Smoke On The Water'...

COLOR US WACKO

The Screaming Crayons rule, man. Forget the others; you guys are awesome! ALL HAIL THE SCREAMING CRAYONS!! Do you guys have a club? I wanna become an official crayon. I wanna be proud to be a crayon. Do your letters get printed? Man, I'm obsessed with you guys!

SCREAMING CRAYONS:

So you want to be part of the crayon club, eh? Our initiation is top secret! First, pick your color. Second, since crayons can be messy, we want you to take a picture of how messy you can get with one single color. You need to be creative. Stuff from the fridge is good. Third, send it in. Please spare us the brown crayon. If your picture is good enough, and we like it, we'll let you in on our secret crayon stuff. We might even let you scribble Bill a dress or something.



Hey, gang! Join the Crayons today! You'll get to wear a really swell hat... Oh God... sob...

WE'RE SICK?

Recently, I was in the middle of some hot four-way action (I was playing 007 for the N64, you sickos) at a friend's house. Soon into the game, a buddy mentioned that Nintendo took Goldeneye off the market because it was 'too violent.' I told them it wasn't true. It's

just impossible to find because it's so popular. They don't believe me. Tell 'em it ain't so! Thanks. Now I don't look like an ass. Go Vikings! (Next year, that is.) Derek 'Space Cowboy' Bolden Chaska, Mn

MAKE: I'll answer your question as soon as I get this delightful image of four-way action out of my head. I'm trying to figure out exactly how the three girls would interact... Hell, it doesn't really matter because it's all good. Back to the question, that is utterly ridiculous. The only reason Goldeneye is hard to find is because it is selling at an incredible pace, meaning retailers are having trouble keeping it in. And ditto on the 'Go Vikings' sentiment.

BRAIN DEAD

I was given *Extreme-G* for Christmas. And I must say, that it is the coolest racing game I have ever played. It is even better than *San Francisco Rush*. The pure graphical experience is enough to suck in PlayStation fans that hate N64 (my friends). As for extras, to me the entire game is an extra. The only game that can match its craziness, is *Uniracers*. And besides all that, it is extremely fun. So now I ask, 'What happened to your review?' Alex Federly Ellicott City, Md

FRANK: Art thou high? You like *Extreme G* better than *Rush*? And you like *Uniracers*, period? Wow. You're an, erm... unusual young man. Rumor has it that both *Wipeout* and *Formula One* from PlayStation will arrive on N64 sometime in the future. Perhaps they can save you.



OK, here we go again... Who would win in, uh... a race?

'CUZ HE CAN

Hil! Your magazine is awesome. Hil! Bill! Get out of the garbage can! Anyway, I think you guys are doing a good job. I have a Playstation. I have a few questions for you: 1. Is Single Trac coming out with a *Twisted Metal 3* or *Warhawk II*? 2. Why is Bill sitting in that garbage can? 3. When are more of the games in the Oddworld quintology coming out? I love Oddworld. 4. Bill! Get out of the garbage can! Thanks for taking the time to read this and one last thing. Bill! I'm getting tired of this. Ben Dudely Cin, Oh

ROGER: 1. *Twisted Metal 3* is in the works. Sony Interactive Studios is working on the title, since Sony owns the rights to the property. As for *Warhawk II*, I've been begging Sony and Single Trac for it, but there has been no development to date. 2. Because I told him there was beer at the bottom of it. 3. Haven't heard any news yet, but the game garnered enough critical acclaim and sales to be worthy of a follow up. My best guess would be a follow up by next Christmas or soon after. 4. He can't. He's stuck. (Don't you think there's a startling resemblance to Oscar the Grouch?)

WHAT FRIENDS?

Howdy Frank! I am a new but loyal subscriber to UGP! I am a pathetic loser hoping to get this letter printed! I need help with Diddy Kong Racing. Where the hell is the T.T. door? Remember, I am a freely admitting bum, no idiot! Please help me! Frank, I'll even throw in some haggis. Oh, if any of my friends are reading this, it's



not me.
Sean Beattie
San Antonio, Tx

FRANK: We showed this to all your friends before we printed it. How they laughed...

JUST FRIENDS

Frank, I think that you guys are doing great with UGP! I get your mag. every month. I have a couple of questions. 1. In *Resident Evil DC*, what do I do with the two Doom books? 2. Do you think that we could be related? If so, do you think you could hook me up with a job with UGP? That would be cool. Your long lost relative. Ps. Irish up! Corey J. O'Connor

FRANK: Listen up Paddy, ya bog-trottin', potato-free Irishman. I am Scottish. It is not only different, it is BETTER! To get a job on UGP, simply send me a check for \$500,000 and I'll think of something. You can even have Bill's job if you like. You get the medallions from the Doom Books.

FRANTASTIC!

I have a question about Tomb Raider 2. Since I won't get a SANE answer from any of you guys on the staff, this letter is 'FOR FRANK'S EYES ONLY!' Okay, you're at Lara's home, and you're in the maze by the fountain. You make your way through to a drop off, go in and follow a path to a button. You press the button and it shows you a hidden door under the staircase by the clock. You make it inside, only to see that the door is closed again. How do you get inside? Aaron McGill Mayfield, Ky



Fran catches a ride with the lovely Lara Craft...

FRANCESCA: The door is timed so that you'll need to haul ass out of the hedgemaze and back into Lara's mansion. If you familiarize yourself with how the maze is laid out, you'll be able to find a quick way back to the house in time to get down into the basement, even before the door closes. It'll take more than a few tries, but if I managed to do it, I'm sure you'll have no problems. And if you don't mind a spoiler, you'll discover that the huge amount of effort might not pay off once you get inside the basement. I know I was sort of bummed, but good luck anyway.

READER ART

Artist: Melissa Curtin,
Parts Unknown

Game Ideas

UH...OK...

Alright then, the game is called *The Butler Chamber* and it's about your character and Millard Fillmore sitting around, eating packets of mustard.

Best26@juno.com

BILL: Alright, Bastoi! It's about time we got a few historical games around here. You were absolutely correct about our 19th President's affinity for mustard, but you didn't win because you failed to mention his fondness for Dil Pickle Relish in his socks! Remember the details, Bastoi!

SHOCKER

My game is called ZAP. You sneak into the local aquarium and fish out an electric eel with a ten-foot wooden pole. You then proceed to wreck havoc at the local gathering of your choice. Good players advance to a coma. I have Christopher Hiller Millford, MI

BILL: Good one, Chris, but why did you insist on using an electric eel, when any household pet, righteously stuffed with jalapeno peppers, will incite a good-sized crowd to beat you into a coma? Trust me, it works just as well as an eel does!

CHILL OUT!

I just had this great game idea: *Fridge Racer*. You ride around in a refrigerator at high speeds through different tracks. The goal is to finish the track before everyone else and/or you catch hypothermia from racing around in a fridge. There are tons of different vehicles to choose from, like the Fridgeadair and Kenmore. The techno soundtrack is awesome to chill out to. JedKupan@aol.com

BILL: Well, JedKupan, you're the big winner this month, but we still haven't figured out a prize wacky enough for this contest, so you don't get anything! WOOHOO!!! By the way, I have a couple of questions concerning pilot safety in *Fridge Racer*. First of all, isn't it kinda hard to breathe in those damn things with the door shut? Sure, in a drag race it would be OK, but a really long race could be stifling. Also, does the light in the door stay on the whole time? Just wondering...

Game Ideas?

You know, if more of you sent in game ideas, maybe I could convince the powers that be that we should give a prize to the best one each month. In fact, I'll start that right now! Next month's winner gets bill's mystery prize! This could be something bad, or maybe something good. I don't know...



Help Me, Fran

Q: I just bought *Monster Rancher* for PlayStation and I came across a rare monster on the first Spice Girls CD! It is a super deformed version of Sporty Spice? It said that I need the committee's permission to get the monster. How the heck do I do that? I have never seen any committee! Thanks!

Ailen45677@aol.com

A: The monster that you receive from the CD in question is a mystery mix ape, but first you must get permission. I'm not exactly sure how to get the committee's permission for an ape, but what I did was use one of my monsters to explore the *Hartville Ruins* on one of Karn's expeditions and find the Magic Banana in one of the buildings there. When you get back to the ranch, Karn will tell you how to breed an ape by combining two spotted monsters and using the Magic Banana as an item in the combination. You'll most likely also have to beat the ape, Sonmu, in the B Class Trial Cup in order to get the committee's attention on the matter. The best way to get the committee to allow you to breed most of the rare monsters is to beat the Big Four tournaments after completing S Class. Good luck.

Q: How do you get the special monsters in *Monster Rancher* like the dragon, the ape, the orc, and the robot? Also, what about monsters living in Monols or Galis?

SuBear77@aol.com

A: The important thing to do when searching for rare monsters is to go on Karn's expeditions. If your monster has high intelligence and good power, you'll be able to find a lot of the items that are required to breed monsters like the Orc (Magic Mirror), the ape (Magic Banana), and the Henger/Robot (Doll Parts). The Instructor's hints point to the fact that Monols and Galis can be transformed into Magic Monsters (orcs) if you have the right item and if you raise them correctly.

Q: I have been playing *Mega Man X4* for the Sega Saturn for the last couple of weeks. I have defeated four bosses with *Mega Man X* and then this Colonel guy challenges me to fight him. I have tried and tried to defeat him but he always wins and I was wondering if there is a good way to beat him.

-Brandon Van Pool, Scott City, MO

A: In order to beat the mid-stage fight with the Colonel, you want to make sure to have the boots from the Jungle stage. You can find them near the bottom section with all the ladders and the red wall-walkers. They'll be near the waterfall on the right. Walk through the waterfall and the capsule will be there. Once you have the boots and you come up against the Colonel, you'll want to jump and hover whenever he disappears. When he swings at you the second time, hit him with a shot as soon as he dashes to the side of the screen, then immediately jump and hover to avoid his shots. Keep repeating this pattern until he's dead and buried.



get problems?

Are you having a tough time with a game? Well, why not ask Fran? Send it to the usual address, c/o Help me, Fran!

CHEATER!!!

I recently bought *AC244* *Gamebreaker 98*. I had finished the season and was playing *Florida Gators* in the playoffs, when I noticed that when I customized the game with a 1.9 cm. G.P.A. The computer changed it every time I relaxed. The next two plays, I completed a pass and the defender fell down and got right back up twice. That's when I got pissed and broke the TV remote. I continued the game and it started happening again. Is it me, Mike, or is this the cheapest game ever made?

P.s. When the computer rushes, it throws about six stiff arms and runs for a touchdown everytime. Keith Black Long Island, NY

MIKE: Like every sports game, when you turn the difficulty to extreme the computer cheats like Bill Clinton. However, I still love *Gamebreaker* for its depth, play, and challenge. It's possible to stop that back. It just takes mad skills!



It's been rumored that Mike gets his, uh... cheating skills straight from The Master, himself!

HIGH TREASON

Stop the Logging or We Will Consume to Kill or the ColeBrity Each Week. There Are no Skilling 'aColDent's'. g0t iT? THE R00S c/o Joe Stevens, San Francisco, CA

BILL:

I figured this letter would be arriving soon. I was pretty sure the squirrels were at the bottom of this whole thing, so I was gonna suggest that all the skiers load up on cashews and pine cones and just kinda drop them on the way down the hill. Then the squirrels would scamper out and pick up all their blackmail booty, and spare our celebrities. We have so few of them as it is... Now that we know the Trees are behind this, though, I have no idea what to do. Maybe the skiers could all carry watering cans or bags of fertilizer...

SMART ASS

Howdy Frank! I am a new but loyal *Rogers*, first off, I have to say that you're the best! (Even better than Bill). No offense, Bill. Any way, I just got a PlayStation not too long ago and I'm into RPG's a lot and I was flipping through the January '98 issue and on the back is an ad for *Riven* and I wanted to know if that's an RPG for PlayStation? P.S. Roger, you're the best! Brad Dildford Burton, Oh

ROGER:

Ah! Finally a letter from one of our more intelligent readers! As for your question about *Riven*, *Riven* is the sequel to *Myst*, which just about every PC owner in the world purchased to show how pretty pictures could look on their computers (it certainly wasn't for the lame gameplay). *Riven* is marginally better, but the game's 'wander and point and click and wander some more' gameplay isn't really what most RPG fans are looking for. As a PlayStation RPG fan, I'll assume you've picked up *Final Fantasy VII*, but I'd recommend *Wild Arms* and *Suikoden* if you haven't checked them out yet.

SCRIBBLERS

Dear Screamin' Crayons, Have I found the website for you! Here, I'll let you check it out, rather than have me blab on about how awesome a job you guys do. <http://www.crayola.com/crayola/jason> Cap Cod, MA.

CRAYONS: Aw, sometimes we miss the Pastel Funny Farm. They used to stick us in the crayon wrapper strait jackets when we were bad. But we escaped... my two friends and I, the Yellow Crayon (fear the yellow one) and the purple crayon (the OTHER crayon). We don't talk about the OTHER crayon. We all escaped and found Ultra Gameplayers, who took us in, unaware of our scribbling powers. I think Bill knows, but as long as I scribble out Buddy Beer for him, he keeps quiet. Roger had a clue, but we threatened to tell his wife about the nude magazine under his desk. Frank raised an eyebrow and I drew him up a fluffy sheep with huge lips. The only thing we fear is... the Eraser. Thanks for the website address, it brought back old memories of home.

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Here's one of our readers. He sent in a letter with this picture, but we figured one picture is worth a thousand words. Ack!

GANG WARS

I'm writing in response to your article on *Parrapa the Rapper* in your Holiday '97 issue on page 27. You said in the last sentence, "Plus, this is the one time that rap music won't lead to a drive by shooting..." Rap music doesn't lead to drive by shootings. Do any of your guys even listen to rap? Maybe you should listen to Tupac Shakur's "Dear Mama". Maybe what you should say is *Parrapa the Rapper* is the one time a videogame doesn't lead to drive by shootings with games like *Tomb Raider 2*, *Resident Evil*, *Doom*, and *GoldenEye 007* out there. By the way, I just thought I'd let you know violence has been around long before rap music. The violence and lyrics in some rap music sometimes just reflects the economic and social environments that some rappers grew up in. Jason Rodriguez Brooklyn, NY



Here's Parrapa bawling some caps along with his newest rhyme...

ROGER: Yeah, yeah, yeah, I've heard all the rationalizations and for the most part I agree. I never believe that any outside influence (be it rap music or videogames) controls our actions. We're all individually responsible, but I also think that you can't ignore the environment that you immerse yourself in. If you dress like a gangsta, act like a gangsta,

and basically glorify being a gangsta, you shouldn't be surprised if a gangsta takes a shot at you for no good apparent reason. Just ask Tupac and Biggie, whose economic environments were far removed from the conditions they grew up in. All in all, I just ask if people are going to be idiots and shoot it out on the streets, use your videogames to sharpen your aim so that an innocent bystander like me doesn't get his butt shot off.

IT'S TOAST!

Francesca, I know you're the only mature one there, so I would like you to answer my question. It's concerning my poor PlayStation. I dropped it, but it wasn't my fault. It was the stupid bag that was holding the system. The bag's shoulder buckle unbuckled and the console fell on the ground, but not that hard, I heard that once it's been bumped, the laser changes and it's ruined. I also heard that there is a new PlayStation, different from the old one, so that means you can't pretend you bought a wretched one. I'm ell out of ideas, so please give me all the information you can about repairing it or whatever. Ps. Should I write to Sony? Raoul Chavez Lombard, IL

FRANCESCA: I hate to drop the bomb on you Raoul, but I'm afraid that your only option at this point is to call up SCEA to get info on how to get your system repaired if it's not working correctly. If you've had it over three months, the warranty is no longer applicable as well. I believe that it costs around \$60

to get your PlayStation repaired and sent back to you with a brand new warranty, so you can decide whether or not it's worth it to repair it or buy a new one.

SWEET BABY

How could you! You voted Vincent Valentine as the Videogame Hunk and not Cloud Strife! Cloud is so much finer than Vincent! You can't even see his face, because his long gray hair (which is so dated!) is taking over his head! And lets not forget those eyes! His eyes make him look like he hasn't gotten any sleep in days! Vincent isn't worthy of this award and I couldn't put any other man in this category, BUT Cloud! He has the most amazing hair you ever saw! He smiles like the sunshine and he's got those bulging muscles! Oh, if only he was real or if only I was a character in *Final Fantasy VIII*! Can you send me some pictures of him? I want an up-close one.

Kimberly Powell
San Francisco, Ca



All these people wanna do is make out and gain health points!

FRANCESCA: Cloud versus Vincent, eh? I'm sure that a lot of the more depraved female readers out there are just picturing this whole scenario right now, except the daydream includes a lot of mud and a wrestling ring. All I have to say is who would you pick? A semi-immortal, super-stylish, robo-vamp with a 'long range weapon,' or a Soldier wannabe with delusional memories and long range hair? Geez, this could deteriorate into some embarrassingly heated point-by-point comparison between the two, but for the sake of Cloud fanatics everywhere, I just won't start. Thanks a lot, Kimberly! Now female gamers can't defend themselves, anymore, as 'extremely enlightened' compared to the zillions of guys who are rolling around naked in pictures of Lara Croft!

FAN SITE OF THE MONTH

TGE online

<http://www.tge-online.com>

With the booming popularity of the N64, it's not a surprise to find a lot of websites dedicated to the machine. One of the newer, but more impressive, sites to surface is TGE Online. It's got a clean and easily navigable interface, as well as some very interesting and informative critiques. From regularly rotating features to a news monitor to a full release schedule, TGE Online covers all the major points of interest for the avid Nintendo gamer, but not without a sense of humor. Check out the 'Shig Says' section to get a few chuckles at the videogame giant's expense. The site is still just starting out, but we have no doubts that TGE Online will shape up to be one of the premiere N64 sites on the web for information about the console.

Clean layouts complement the writing style.

The release list is huge and well maintained.

A hilarious peek into the mind of Shigeru Miyamoto as he reveals the secrets of classic games.

Expect long, well-written articles in the Features section.

features

SURFED ANY GOOD WEBSITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

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ON THE WAY

HOT NEW GAMES

APRIL

NINTENDO 64

Battle Dancer - Konami
Earthworm Jim 3D - Interplay
NBA Courtside - Nintendo
WWF Warzone - Acclaim Ent.
1080° Snowboarding - Nintendo

PLAYSTATION

Batman and Robin - Acclaim
Breath of Fire III - Capcom
Cardinal Syn - Sony CE
Constructor - Acclaim
Crime Killer - Interplay
Exodus - Sony CE
Forsaken - Acclaim
Gallop Racer - Tecmo
Gran Turismo - Sony CE
Grand Theft Auto - ASC Games
Heart of Darkness - Interplay
Jeremy McGrath SC '98 - Acclaim
Mega Man Nova - Capcom
Ninja - EIDOS Interactive
Point Blank - Namco
Powerboat Racing - Interplay
Speed Racer - Jaleco
Tekken 3 - Namco
Tombal - Sony CE
War Games - MGM Interactive
Wild 9 - Interplay
WWF Warzone - Acclaim Ent.

SATURN

House of the Dead - Sega
Magic Knight Rayearth - Working Designs
Panzer Dragon Saga - Sega

PC

Alien Earth - Playmates Int. Ent.
Army Men - The 3DO Company
Crime Killer - Interplay

Falcon 4 - Microprose

Flying Nightmares 2 - EIDOS Interactive

Forsaken - Acclaim Ent.

Freespace - Interplay

Great Battles of Caesar - Interactive Magic

Heart of Darkness - Interplay

High Heat Baseball - The 3DO Company

Liberation Day - Interactive Magic

MS Baseball 3D - Microsoft

MS Golf '98 - Microsoft

Outwars - Microsoft

Super Rodneck Rampage 2 - Interplay

SWAT 2 - Sierra

Team Apache - EIDOS Interactive

Tonka Garage - Hasbro Interactive

Total Annihilation Exp. Pack - GT Interactive

War Games - MGM Interactive

Warbreds - Borderbund

10-Six - SegaSoft

MAY

NINTENDO 64

Forsaken - Acclaim Ent.

Ken Griffey Jr. Baseball - Nintendo

Wrecking Balls - Acclaim Ent.

PLAYSTATION

Carom Shot - Asci Ent.

VR Baseball '99 - Interplay

SATURN

Burning Rangers - Sega

Shining Force 3 - Sega

PC

Baldur's Gate - Interplay

Dalkatana - EIDOS Interactive

Flight Squadron - Activision

Guardians Agents/Justice - Microprose

Sin - Activision

Trophy Bass Deluxe - Sierra

X-Fire - Sir Tech

JUNE

NINTENDO 64

Acclaim Sports Soccer - Acclaim

Banjo-Kazooie - Nintendo

Cruis'n World - Nintendo

Mission Impossible - Ocean

Mortal Kombat 4 - Midway Home Ent.

NBA Jam '98 - Acclaim

Quest 64 - T+Hq

PLAYSTATION

Apocalypse - Activision

Bass Masters Classic: TE - T+Hq

Critical Blow - Banpresto

Granstream Saga - T+Hq

Parasite Eve - Sony CE

Psybadek - Psygnosis

PC

Bass Masters Classic: TE - T+Hq

Half-Life - Davidson

Newman/Haas Racing - Psygnosis

JULY

NINTENDO 64

All-Star Baseball '98 - Acclaim Ent.

Turok 2 - Acclaim Ent.

PLAYSTATION

Bushido Blade 2 - Sony CE

Deception II - Tecmo

Tomorrow Never Dies - MGM Interactive

PC

RedJack: Revenge of the Brethren - T+Hq

AUGUST

PLAYSTATION

Brunswick Circuit Pro Bowling - T+Hq

Lunar: Silver Star Story Complete - Working Designs

Tecmo Super Bowl 2 - Tecmo

PC

Brunswick Circuit Pro Bowling - T+Hq

Grim Fandango - LucasArts

SEPTEMBER

PC

Tides of War - GT Interactive

OCTOBER

PC

Heavy Gear - Activision

SpeedTribes - T+Hq

NOVEMBER

PC

Sanitarium - ASC Games



SATURN



PLAYSTATION



NINTENDO 64



PC

*Note: All release dates are subject to change at any time

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some months are tough, and that you don't always have the extra cash to shell out for the latest issue of *ULTRA GP*. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

ultimate award

When a game is really good, we give it our **ULTRA Award**. We don't hand these things out to just any game — it's got to get past the most grueling review system in the biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below with a special red number. Don't miss out on these games!!!



















Journeyman Project 3: Legacy of Time — Go back in time and, uh... find stuff, then watch stuff blow up real good!



















JOURNEYMAN PROJECT 3 Players: 1	
Broderbund	Presto Studios
\$49.95	GENRE: Adventure

- 6.9** **AEROFIGHTER'S ASSAULT** • Issue # 104
- 7.7** **AGH: MIDWAT COLLECTION 2** • Issue # 100
- 9.8** **ALUNDRA** • Issue # 100
- 7.7** **AUTO DESTRUCT** • Issue # 107
- 6.8** **AUTOMOBILI LAMBORGHINI** • Issue # 100
- 9.1** **BLADE RUNNER** • Issue # 107
- 6.2** **BROKEN SWORD: SOTT** • Issue # 107
- 7.9** **CART PRECISION RACING** • Issue # 107

- 8.1** **CART RACING** • Issue # 107
- 9.0** **DARK EARTH** • Issue # 106
- 6.8** **DRAGONBALL GT** • Issue # 107
- 8.3** **DYNASTY WARRIORS** • Issue # 101
- 7.7** **ENEMY ZERO** • Issue # 107
- 5.6** **EXCALIBUR 2555 A.D.** • Issue # 106
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- 9.0** **HEAVY GEAR** • Issue # 100

1	Duke 2	PC	Rating: 9.0
2	Carnageddon Split Pack	PC	Rating: 8.9
3	Atari Collection 2	PS	Rating: 8.3
4	Aerogauga	W4	Rating: 8.0
5	Micro Machines VR	PC	Rating: 8.0

8.5	HELLFIRE	• Issue # 106	
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7.7	ZORK: GRAND INQUISITOR	• Issue # 106	

BACK ISSUES

Remember way back when we were just plain old Game Players? Well, you can relive those glory days by ordering our back issues. You wouldn't believe some of the crazy stuff we used to get away with! Ahhh, youth. Anyways, if you're interested, just send us \$5.95 per issue (check or money order, US funds only, please) to Game Players Back Issues, 150 North Hill Drive, Brisbane, CA 94005. Just think about the outrageous cash you'll be able to get for a complete collection of old-style Game Players magazines in only a short couple of years — you could retire and just play videogames all day!

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03/98

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Perrin's Bay
Yoshi's StoryWing Battle 2
Clash Baku
Gambler's 64

ISSUE 107

02/98

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Star Wars System
4-Bit MinusGalaxy Wars
Robots 6
Progger

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50 Fantastic Pinball GamesCrash 2
Diddy Kong Racing
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NEXT MONTH

TUROK 2



FEATURED NEXT MONTH...

SURE, WE GAVE YOU A FEW SCREEN SHOTS AND SOME EARLY INFO ON *TUROK 2* THIS MONTH, BUT JUST WAIT UNTIL NEXT MONTH. OUR CRACK INTERNATIONAL CORRESPONDENTS ARE TAKING TRIPS AROUND THE WORLD TO UNCOVER MORE INFORMATION ON *TUROK 2* AND A HOST OF OTHER TOP-SECRET ACCLAIM GAMES. YEAH, ACCLAIM HAD A RUN OF POOR TITLES (*FANTASTIC FOUR*, *THE CROWN*), BUT THIS INDUSTRY GIANT IS MAKING A HUGE COMEBACK. *TUROK 2* PROMISES MORE BLOOD, BETTER GRAPHICS, AND A SMOOTHER ENGINE. THAT'S JUST ONE OF THE MANY TITLES WE'LL BE TAKING A HARD LOOK AT NEXT MONTH IN OUR MASSIVE COVER FEATURE. EXCLUSIVE LOOKS AT *SHADOW MAN* (NS4), *EXTREME G 2* (NS4), AND *NFL QUARTERBACK CLUB '99* (NS4) ARE JUST A FEW OF THE GAMES ON TAP. DON'T MISS IT!

Unless you read magazines backwards, this is the time of the month you hate the most. The end of another issue, but have no fear! Our next issue promises to be even better. As we near E3, all of the big games of 1998 are starting to surface and Ultra Gameplayers is going to be there, giving you the straight (albeit a bit insane) look. Check back April 21st and we'll spare the women and children.



TEKKEN 3

Is this the most glorious fighter to ever grace the PlayStation? Next month, we are prepared to answer this question, as we get our hands on the most anticipated fighting game of the year.



THE NEXT WAVE OF 3D CARDS

Any PC gamer worth his (or her) salt knows that a 3D card is essential! Now the technology takes another leap with the second generation of 3D cards. We take a look at each new card and what it means to gamers and gaming in general. With twice the power of its previous generation, expect to see speed and graphics you won't believe.



PLAY BALL

Following up the first report on the newest baseball games, our own Mike Salmon takes a deeper look at America's pastime. With over ten new baseball games on the way, it is time to separate the contenders from the pretenders. Reviews of *NHL Breakaway* (NS4), *NBA Shootout* (PSX), and the final word on basketball games round out the best sports section in the industry.



1080 DEGREE SNOWBOARDING

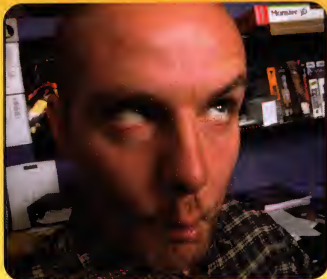
Could this finally be the game that really captures the 'extreme' action of snowboarding? Our panel of experts gets a chance to sit down with a finished version and deliver a final analysis. We've already bought the Mountain Dew, the baggy pants, and the funky hats, all we need now is the game and some sweet snowboarding Betty's.



STRATEGY CENTRAL

The lovely and talented Francesca Reyes has been locked up in her game room for too long. Next issue, she breaks out, does a jig, then unleashes another massive collection of codes and strategies on all the top games. Look for her walk-through on *Breath Of Fire 3*, a move list on *Tekken 3*, and codes that will even make crap games better. All hail the queen!

**FRANK'S GONNA HOLD HIS
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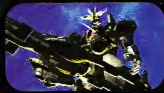
EDITOR'S PICKS

Our editors choose their all-time favorite games to provide tricks, cheats and codes

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